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APRIL
No. 74
2001



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not as the fox.
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the rabbit runs
for his life.



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that oppose him.



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Mature



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CONTENTS

departments

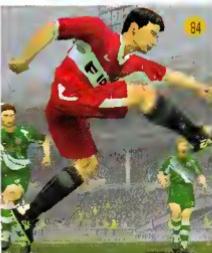
Power Up!	6
Readers' Tips	8
T&T Select Games	46
Hi Scores	81
Hint Hotlines	82
Sports Desk	84
Hard Core	86
Tournament Report	90
Japan Report	92
Pokémon Report	94
Cool Zone	97

strategies

Dance Dance Revolution by Ara Shirinian	10
Paper Mario by Geoff Arnold	24
Metal Slug X by Pat Reynolds	32
Onimusha Warlords by Charlotte Chen	38
Sega Smash Pack by the Editors of <i>Tips & Tricks</i>	78

codes

PlayStation 2	53
Nintendo 64	54
PlayStation	82
Game Boy	70
Dreamcast	74
GameShark	80



TIPS & TRICKS



APRIL 2001

ON THE COVER

One of the most popular arcade games of the new millennium finally makes its way home. *Dance Dance Revolution* for the PlayStation turns your living room into the most hoppin' night club in your neighborhood! © 2001 Konami. All rights reserved.



Tournament Report

90

Japan Report

92

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94

Cool Zone

97



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② Get



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Power Up!

Power Up!



Of all the gadgets and video game-related goodies that can be found on the desk of *Tips & Tricks* Editor in Chief **Chris Bieniek**, his favorite item is still the drink coaster that EA Sports sent him to commemorate the release of *NHL '97*. It silently greets him every morning, ready to absorb the day's condensation as it trickles down the sides of his extra-large fast-food soft drink cup.

Current Favorite Games: Looney Tunes Space Race, *Sin & Punishment*, Waterworld, *Time Cruise*.



As the Executive Editor of *Tips & Tricks*, one of **Anatole Brown's** duties is to compile the "Game Track" release schedule that appears on page 51. He recently stated that doing so is the one thing that he hates more than anything else in the whole world. Considering that he ranked it below such unpleasant tasks as taking out the garbage or picking up dog poop...well, we just hope you appreciate his hard work.

Current Favorite Games: *Oni*, *NBA Live 2001*, *MDK 2*, *Zone of Enders*



Most of the other game magazines have teams of Art Directors, usually with a support staff of Associate Designers and even a Design Director in charge of the whole group. We have **Lisa Beattie**. She skillfully composes these pages all by herself, often with the added pressure of editors with no artistic training who hang around her desk and request changes that seem to be completely arbitrary.

Current Favorite Games: *Onimusha: Warlords*, *Conker's Bad Fur Day*, *Dance Dance Revolution*, *NCAA Final Four 2001*



Like that Jared guy in the TV commercials for Subway, *Tips & Tricks* Associate Editor **Jason Wilson** may soon be featured in a similar series of fast-food testimonials. He's living proof that one can remain fit, hold down an editorial position at a national video-game magazine and successfully compete in *Street Fighter* tournaments—all on a one-meal-a-day McDonald's diet.

Current Favorite Games: *Capcom vs. SNK: Millennium Fight 2000*, *Mr. Gimmick*, *Pescatore*, *NBA 2K1*



For this issue's *Dance Dance Revolution* feature, **Ara Shirian** spent over two weeks spinning, sweating and stomping all over the custom dance pad platform that he constructed in the third-floor office he shares with Lisa and Charlotte. Ara's next assignment should be far less strenuous; we promised the folks on the second floor that we'd give him a Game Boy game or something.

Current Favorite Games: *Sin & Punishment*, *Dance Dance Revolution*, *Keyboardmania*, *Para Para Paradise*



A collector of all things penguin-related, **Charlotte Chen** has been unsuccessful in her attempts to locate a bottle of Penguin Vodka, which she glimpsed while watching *Strange Days* on DVD one frame at a time. Char is upset that the penguin characters from *Super Mario* were never identified by name; she believes that they could have been starring in their own games by now.

Current Favorite Games: *Onimusha: Warlords*, *Phantasy Star Online*, *Paper Mario*, *Conker's Bad Fur Day*



Tips & Tricks Contributing Editor **Pat Reynolds** is a tall, skinny, brown-haired HuMan who takes frequent trips into the forest and caves to search for a double-bladed saber in *Phantasy Star Online*. He would like to use this space to say hello to Joe Mama, an afro-wearing, magic-using *Tips & Tricks* subscriber from Jersey that he met while playing the game.

Current Favorite Games: *Phantasy Star Online*, *Dance Dance Revolution*, *Onimusha: Warlords*, *Paper Mario*



To mentally prepare for this month's *Paper Mario* strategy guide, contributor **Geoff Arnold** made little paper cut-outs of all of the characters from *Super Mario RPG* and used Scotch tape to stick them to his TV while he tried to play *Paperboy* on his N64. (It was the only other game he could think of with the word "paper" in its title.)

Current Favorite Games: *Counter-Strike*, *Paper Mario*, *Street Fighter II Turbo*, *Tony Hawk's Pro Skater 2*



It's not enough that games like *NBA Hoopz* have cheat codes that allow you to use a red-white-&-blue ABA ball; *Tips & Tricks* Sports Desk **Mike Daly** wants next year's editions of *NBA Live* and *NBA Shootout* to include a full-blown American Basketball Association mode, complete with retro team uniforms and players. Adding WHA teams to EA's *NHL* series would also be sweet.

Current Favorite Games: *Knockout Kings 2001*, *Madden NFL 2001*, *F1 Championship Season 2000*, *Joust 2*



Tips & Tricks Editorial Assistant **Jamie Andrew** is extremely tolerant of her fellow human beings, but her pet peeve is backseat drivers who criticize her navigational skills...so sit down, shut up and cover your eyes if you have to, 'cause she doesn't want to hear it. She also hates fake blondes who don't allow their roommates to take more than one shower per day.

Current Favorite Games: *Final Fantasy IX*, *Dance Dance Revolution*, *Bust-A-Groove 2*, *Mega Man X 5*

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Readers' tips



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TIPS & TRICKS

8484 Wilshire Blvd.
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Beverly Hills, CA 90211
And if you don't want your letter printed, be sure to use foul language and lots of personal insults.

JET GRIND MUTANTS

What's up, T&T? I've got a few things to say, so I'll just cut to the chase. I was flipping through issue #70, (*The World Is Not Enough* cover) when I stopped at the Jet Grind Radio section. The picture of Beat next to the logo on page 60 looked pretty cool, so I decided to draw it. It wasn't until I finished it and went over it in marker that I realized a mistake: Beat's hand holding the spray can has six fingers. Was this an artist's mistake, or the artist's particular style? Also, this question has been bothering me for a little while: In ANY video game that involves a character running forward, backward, side to side, etc., is the character itself actually moving, or are the backgrounds just moving in the directions of the buttons pressed to make the person appear that he's moving? If just the backgrounds themselves are moving, don't you think that's kind of a shortcut at making games? Don't you think it's sort of cheating? I need your opinion. Thanks!

—Andrew Archer
New Bedford, MA

hand, it seems unlikely that a professional artist would unintentionally make a mistake like that. Maybe he or she did it as a joke to see if anyone was paying attention!

Your second question is equally difficult to answer; it's usually a combination of both. A lot of scrolling action games allow your character to move a little bit before the background starts to shift—but since it's important to keep your character visible, the scenery will start to scroll as soon as your character gets too far from the center of the screen.

Generally, most developers are interested in programming their games in the most efficient way possible. This often calls for an "optimization" process in which the programmer tries to find more efficient ways to write the program code, which often results in faster processing or a program that takes up less memory. Efficiency and optimization are very important in all forms of computer software, not just games. One common type of optimization that has become very important in today's games involves what's called the "Level of Detail" ("LOD") of a graphic element. Let's say your game draws a 3-D spaceship in front of the "camera." It takes a certain amount of time for the processor to draw this spaceship on the screen. When the ship is close to the camera, it appears big and detailed—but when it's far away, it's so small that the details can't even be reproduced on your TV. Using "LOD" optimization, a smaller, less-detailed version of the ship is seamlessly substituted in place of the detailed model as soon as it's a certain distance away from the camera. This frees up some of the CPU's processing power, allowing it to concentrate on other tasks (like maintaining a smooth "frame rate"). You might think that's cheating also, but tricks like these are much more common than you think.

ULTRA-REALISM

I got the PlayStation game *Driver 2* for Christmas. On the back of the box it says the game has "All new curved road systems [that] bring the action to

life with ultra-realism." That's cool... like I care! If they're gonna talk about realism, Infogrames needs to focus on more important things, like the police. In real life they wouldn't ram your car until it doesn't work any more just for speeding. They also need to work on the on-foot controls. In real life you're able to jump, look around or open any public door...and pedestrians don't flee from joggers on the sidewalk. If Infogrames is gonna say the words "ultra-realism," then it needs to focus on other things besides curved roads!

—Chris Ray
Tucson, AZ

Welcome to the world of marketing and advertising, Chris. It's a mystical place where exaggeration is all too common and once-meaningful terminology is bandied about with ease.

A SWIRLY SUBJECT

When I play CDs on my PlayStation, I can press SELECT and go into this thing where I can play with color swirls and stuff like that. But when I tried it on my friend's PlayStation, it didn't work. Could you tell why?

—Joshua Trbovich
Hillsboro, MO

Older PlayStation models didn't have this feature. That "thing" was originally a disc sold separately in Japan under the name Baby Universe.

TOKEN OF THE MONTH



Front



Back

This month's token is from *Pharaoh's Lost Kingdom* in San Bernardino, CA. It was sent in by Ryan Rainstor, from Yucca Valley, CA. Thanks, Ryan!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
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Beverly Hills, CA 90211

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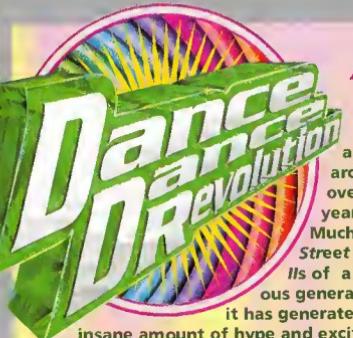
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8:54PM

EXIT





insane amount of hype and excitement and even its own mysterious subculture of fans. Now, with the release of the first console version of the game in America, things are just getting warmed up for us!

the aptly named *Dance Dance Revolution* has taken Japan by storm since it appeared in arcades over two years ago. Much like the *Street Fighter* is of a previous generation, it has generated an



by Ara Shirinian
Special thanks to Jason Enos and Goven Yu

Getting Started

Dance Dance Revolution is a game that you play with your feet. It's possible to use the standard controller and play with your fingers, but that experience is totally different. Using your feet adds challenges and limitations that make the game much more interesting and fun. Besides, it's how the game was originally designed. In the pages that follow, I'll assume that you're using a *DDR* floor mat controller to play the game. Also, the strategies presented herein cover only one-player "Single" game modes. Remember, all the mechanics of the PlayStation version of *DDR* are identical to those of the arcade games, so you can apply what you learn here to any *DDR* game!

The Dance Dance Revolution Controller



The *DDR* Controller is a flexible-mat that's approximately 33 inches wide and 47 inches long. Because the pad is so light, it tends to move around as you play the game. However, fastening it directly to the floor may damage either or both surfaces depending on how you do it.

What's more, just putting the mat on the floor usually doesn't result in a comfortable feel. Ideally, you want to floor to be stable, but you also want it to give just a tiny bit with each step. Not too soft, but not too hard.

If you're not satisfied with the controller as it is, I recommend constructing a simple platform for it:

* Go to any hardware store that sells lumber and buy a 4 feet x 4 feet x 1 inch sheet of wood to use as your platform. The sheet should be flat, smooth and sturdy.

* Then, attach the pad to the wood platform via either velcro or duct tape. That's it! You can surely get more creative with the procedure, but this is the simplest and quickest way to attain a feel that's a little closer to that of the arcade.



This is what I did to the pad I used. It's not pretty, but it works:

Remember, if you do decide to modify your pad in this way, be very careful. Neither us nor Konami will be responsible for any sort of damage or injury that may result. Furthermore, these kinds of modifications may void your warranty.

Terminology

Here is a short glossary of *DDR* terms that I'll use in this strategy.

Scorer

A player whose ultimate goal is to obtain the highest score possible, sometimes at the expense of their appearance.

Freestyle

A player whose ultimate goal is to perform the coolest looking routine possible, sometimes at the expense of their score.

Bar

An arbitrary unit of measure for the length of a song. The length in time of a bar varies from song to song depending on the BPM (see below).

Beat or Beat 1

1/4th of a bar.

Half Beat

1/8th of a bar.

Quarter Beat

1/16th of a bar.

BPM

Beats Per Minute. A unit of measure that describes the relative speed of a song. BPM is calculated by ((number of bars in the song) x 4) / (duration of the song in minutes).

Step

Each arrow in the song that requires you to place your foot at a specific position at a specific moment is generically referred to as a step. Steps can fall on either beats or half beats. On very difficult songs, steps may also fall on quarter beats. There are four unique kinds of steps: left, right, up and down.



1/4 Step

A step that falls on a beat. At most, there can only be four 1/4 steps per bar. 1/4 steps in this strategy will be colored purple. The sequence to the left contains one-beat pauses in between each step.



1/8 Step

A step that falls halfway between beats. A 1/8 step's color rotates out of phase from regular steps so you can more easily tell them apart. 1/8 steps in the strategy will be colored orange. The sequence to the left contains half-beat pauses in between each step.



1/16 Step

A step that falls halfway between half beats and full beats. Its color also rotates out of phase from the other two kinds of steps. 1/16 steps are only encountered during the most difficult songs. 1/16 steps in this strategy will be colored teal. The sequence to the left contains quarter-beat pauses in between each step.

Double Step

A double step requires the player to hit two steps at the same time. If you're only using your feet, you'll always have to jump for these, although players have been known to utilize other body parts such as hands, butts and even heads. However, double steps are still considered one step for scoring purposes. There are six unique kinds of double steps: left-right, up-down, left-up, left-down, right-up and right-down.



Scoring Rules

A rating will immediately appear with each step you attempt. If you step at exactly the right moment, you'll get a "Perfect!!". If your step is slightly late or slightly early, you'll see a "Great!" You can also receive "Good" or "Almost" if your timing is further off. If you miss the step completely, you'll get a "Boo!". With each step, your dance meter may go up or down, and your score may increase by different amounts.

The rules for scoring actually vary from song to song! However, it's not arbitrary. The point value per step is based on the following formula:

$$n = 20,000,000 / (m(m + 1))$$

The variable m represents the total number of steps within a song. The variable n represents the number of points you get for obtaining a "Perfect!!" on the very first step of that same song.

Moreover, not every step is worth the same amount. In fact, each step is potentially worth n more than the previous one! In other words, the scoring proceeds like this for the first five steps of any song, all the way up until the very last step of the song, step m .

Step #	Point Value ("Perfect!!")	Point Value ("Great!")	Point Value (All Other Ratings)
1	n	$1/2 n$	0
2	$2n$	n	0
3	$3n$	$3/2 n$	0
4	$4n$	$2n$	0
5	$5n$	$5/2 n$	0
:	:	:	:
m	mn	$(m/2)n$	0

This tells us a few important things. First, you don't get any extra points for combos. Second, steps near the end of a song are worth much more than steps near the beginning. Third, the maximum points you can achieve for any song is 10,000,000. That score is only possible if you obtain "Perfect!!" on every single step. Finally, the less steps there are per song, the more points each step is worth.

As for the step ratings, here's a brief summary of what happens when you get each one:

"Boo!"

- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter decreases by a large amount.

"Almost"

- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter decreases by about half as much as it does for a "Boo!"

"Good"

- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter isn't affected.

"Great!"

- The combo counter increments by one.
- Your score increases by half as much as it does for a "Perfect!!"
- The Dance Meter increases by a small amount.

"Perfect!!"

- The combo counter increments by one.
- Your score increases in the previously described manner.
- The Dance Meter increases by about twice as much as it does for a "Great!"

Here are a few more points to know:

- If you step when there's no arrow, you won't get penalized.
- The combo counter will only appear if it reaches four or above.
- If your Dance Meter reaches zero, if the "Good" screen does not appear, all "Great!" steps will be worth five points and "Perfect!" steps will be worth 10 points until the end of the song.



Interview with Naoki Maeda Konami AM Division

T&T: In the DDR series, which songs have you been responsible for, and in what capacity?

NM: I have composed all the original tracks for the arcade version of *DDR*, which is what the consumer version is based on, up until now, I have written approximately fifty original tracks for *DDR*. I'm involved with all aspects of the music production process from writing the music to its arrangement to the mix down of the music. As for the songs with vocals, I've been involved with directing the production process of the vocals, including direction of the vocals and lyrics. When it comes to composing original tracks, I first come up with an overall concept of original songs for each version of *DDR*. Then, what I always try to do is create a special quality behind *DDR*, the music game. I do my best to make an effort to consider the "popularity," "total balance" and "entertainment value" of music.

T&T: What other Bemani games have you worked on?

NM: Other *Bemani* series games I have written songs for include *Para Para Paradise*, *Dance Mania*, *Beatmania IIDX*, *Beatmania DrumMania* and *Guitar Freaks*.

T&T: How did you get started at Konami?

NM: I was a university student studying music and I spent my free time involved with music related activities. During my senior year, I went to a certain music audition and was selected. I started out learning from a certain music arranger. So, I got my start in the music industry as someone's assistant...I had some personal issues at the time and I couldn't leave my hometown of Osaka to go out to Tokyo. I then came across an ad in a music magazine that said that Konami was hiring. I passed the company entrance exams and started at Konami.

T&T: What did you work on previous to the *Bemani* games?

NM: I wrote music mostly for Konami shooting games (*Twinkie Bee* and the *Salamander* series) as well as gun shooting games.

T&T: Do you play any traditional instruments?

NM: I can play the most popular mainstream instruments (guitar, bass, and drums) at a standard level. I majored in piano in college and can play pretty much anything from classical to popular.

T&T: What kind of music do you listen to?

NM: I listen to R&B, techno, Eurobeat, House and pop music. I have liked R&B since I was in junior high school and listen to it a lot. Lately, I have been interested in trance and techno.

T&T: Who are some of your favorite musicians or composers?

NM: I like music producers from Europe and the United States who put their own individuality in the production of the music and are associated with the production of the music and marketing of the artist. I also really like producers who act as artist themselves at times. My favorite music producers are mostly from Europe and the U.S. My favorite music producers (composers) include: Babyface, Rodney Jerkins, Dallas Austin, Jhermaine Dupri, William Orbit, Jimmy Jam and Terry Lewis. My favorite artists include: Christina Aguilera, Toni Braxton, TLC, Shanti Moore, Primal Scream, Underworld, Limax, Bikit, Hikaru Utada and SASH.

T&T: What kind of equipment do you use to create songs like *Brilliant 2u?*

NM: GUASI MIDI SIRIUS and POLY MORPH, JOMOX AIR BASE 99, NOVATION SUPERNOVA and SUPER BASS STATION, ENSONIQ ASR-10, E-MU e64007, YAMAHA EX-5R, MAM MB332-2, ROLAND JP8080, JX-305 and VP-9000, KORG MS200R and I use mainly SCHECTER electric guitars. I also use a Macintosh computer, Logic Audio Platinum Sequencer and Protools.

T&T: When creating a song for *DDR*, do you think about how the music might fit with certain patterns of steps? In other words, are there certain qualities of a song that would make it more or less suitable for *DDR*? If so, do you deliberately incorporate such things when creating a *DDR* song?

continued

Oni™

A dark future... an uncertain past...

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"Game Of The Month"

- Playboy, February 2001

"Oni seems poised to dominate next-gen systems."

- EGM

"Oni is already far more fun than the finished Japanese version of The Bouncer."

- DailyRadar.com

"Oni is the kind of game that's helping to shape the next generation of games."

- IGN.com

"Game Of The Month"

- Stuff Magazine

PlayStation 2



Available now: The Oni comic book from Dark Horse Comics



Animated Violence



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NM: I always think about whether or not the dance music I am writing for *DDR* will be suitable or not. There are certain songs qualities and characteristics that are right for *DDR*. I mainly focus on songs with those existing elements in them but don't limit myself to that. I also produce songs that go beyond what is common and have a hint of surprise about them.

T&T: Do you play DDR or any of the other *Bemani* games for fun? If so, what's your favorite one?

NM: I particularly like club and dance culture, so I play the *DDR* series and *Beatmania* a lot.

T&T: Do you play any other video games? If so, what are your favorites?

NM: I like driving simulation and sports games. My favorite game is Konami's *Real Powerful Pro Baseball*.

T&T: What are some hobbies or pastimes that you enjoy?

NM: When I have free time, I like to watch programs on satellite TV and watch and listen to music and movies. My hobbies are going for drives and traveling. After I finish my current job, I'm hoping to go to Las Vegas.



T&T: What is it about *DDR* and the other *Bemani* games that make them so popular?

NM: The characteristic of this game is to get the basic timing in sync with simple steps. The game is very easy to get into and is easy to play. Moreover, music is universal. The main focus of this game revolves around this shared point of popular culture. Not only is the game fun play but the songs have the ability to entrance the player. It is these two elements that are creating the popularity in today's music games.

T&T: At least in Japan, do you think the *Bemani* type of game still has room to grow and develop, or do you think that the consumers are starting to get tired of it?

NM: We have crossed an incredible mountain but I think we are currently entering a stable period. Due to the popularity, *Bemani* has even reached the non-hardcore gamer. I believe that from this point on, the main approach to music games will focus on the people who love music. We would like as many people as possible to play the game, so we are always thinking about those types of measures. As long as music is the foundation of the *Bemani* series, I believe that music lovers will buy and enjoy our games over time because of the universal element that music possesses.

T&T: Finally, what direction do you see the *Bemani* series going toward in the future? Is there anything you would personally like to see in a *Bemani* game that hasn't been done yet?

NM: I think *Bemani* games are moving in two different directions; game play that appeals to the light user and game play for the hardcore gamer who loves music. As for what I would like to do in a *Bemani* game in the future, I'd like to include aspects of what is actually done in the music industry into our games. For example, *Artist Audition* enables players to become the producers. During the game, the player actively participates in the music creation process by singing songs and writing music. This is the type of game for people who have a dream to produce music. It may just be a game, but it is through this medium that this dream can be fulfilled. It is possible for some people who do well in the audition to actually debut as a music artist. There are many, many things I would like to incorporate in the *Bemani* series in the 21st century. No matter what the direction is, I always want it to be positive.

Your Abilities and *DDR*...

There are three major categories of ability that are important when playing *DDR*: timing, speed and muscle endurance.

Timing

This is your ability to coordinate a step of your foot to the graphics on the screen. In this context, you can understand the music as a mnemonic device to help you remember the pattern of steps. This is also the very first thing beginners will have to learn. Try playing an easy song like *Boom Boom Dollar* in Training Mode. Watch the screen and listen to the music carefully. Look at what feedback you're getting with each step. If you're not obtaining "Perfect" every time, see if you can distinguish whether you're stepping too early or too late—then adjust your timing to compensate. If that doesn't work, you may be paying too much attention to the graphics. Use the rhythm of the music to tell you when to step instead.

Some beginners tend to consistently step too late. If this is happening to you, instead of trying to step when an arrow reaches the the mark at the top, try stepping just before the arrow reaches the mark. After practicing for a while, you'll find it less and less necessary to watch the screen the entire time. You'll be able to step correctly just by glancing at regular intervals. Eventually, you may be able to perform the whole song without looking at the screen at all!

Speed

Speed really isn't an issue in the easier songs. However, as your skills develop, and as you begin to play the five- and six-foot rating songs, speed will become increasingly important. *La Señorita*, *Afronova* and *Paranoia - Dirty Mix*—are the three fastest songs in the game. Practicing fast songs is important. However, the best way to get fast is to memorize the moves slowly in Training Mode, then gradually increase the speed. Your capacity to step fast is directly related to your familiarity with the steps you're about to perform. Faster songs require greater familiarity with the steps. Consequently, they'll also require more time to learn.

Muscle Endurance

This includes your leg muscles and your heart. Depending on your level of physical fitness, this may or may not be an issue while playing *DDR*. Obviously, if your legs are tired you won't be able to put them exactly where you want them to go. If you feel out of breath, take a short break. Don't overexert yourself. However, don't worry if you become tired quickly. If you play this game a lot your body will gradually get used to the activity. If you feel like you're out of breath too often, the best training to increase your endurance is a regimen of running. It will give your body that extra push you need when you start to play longer songs like *Paranoia*.

One point that's very important to remember is that you will expend less and less energy per step as you get better at playing the game. This is not just because your body is getting stronger, although that is a factor. One reason for this is that the better you become, the less mistakes you'll make, and in turn, the less energy you'll use trying to correct a wrong move. Even when you don't make any mistakes your legs will just automatically become more efficient at stepping where you want them to go. You can see this most clearly when you watch players of different skill levels perform double steps. A beginner will tend to jump high and bring his or her foot down much more forcefully than an experienced player. When you watch experts play, you may notice that their jumps are considerably faster, smaller and lighter, unless they are jumping in a specific way for performance purposes. This kind of development will just occur naturally over time.

Dance Dance Revolution



Double Step Clusters

These patterns are also fairly simple. There are only six different unique double steps. To hit them, you can either make a tiny hop or a huge jump. It really doesn't matter what you do, but remember that for the more advanced songs, the arrows will flow at a fast pace and you may not have time to jump up high. You will see only a few double steps in three-foot and easier songs. They will appear with much greater frequency in the more difficult songs.

1 Left-Right Double Step

This is the first type of double step you'll encounter.

2 Up-Down Double Step

If you have trouble with this one, try rotating your body to the left or right. Rotated ninety degrees, this is the exact same maneuver as the left-right double step.



3 Left-Right, Up-Down Combination

You'll see this pattern often. Practice it! For added flair, you can turn your body ninety degrees in the same direction with each step!

4, 5, 6 Gagonal Double Steps

The other four kinds of double steps appear in five-foot and harder songs. You'll encounter them often in groups. They're not any more difficult to execute than the first two, however. Practice hopping around the pad on different combinations of arrows to get used to the feeling.

1/8-Step Clusters

Here is where it starts to get tough. These will appear starting around three- and four-feet songs. The problem is that you'll have to step exactly twice as fast to hit these kinds of patterns properly. The greatest difficulty here is being able to switch from the 1/4 steps to 1/8 steps, then back to 1/4 steps without missing a beat. Unlike the previous patterns, these can appear in a wide variety of configurations.



* A-A Combination

This is a simple pattern. Just step twice as fast as normal. You may also see many A-A combinations appear in series or mixed into some of the following patterns.



* A-B Combination

These are really fun. Stepping normally but twice as fast for something like this may feel awkward. I like to begin this one by jumping up, just like a double step. On the way down, land on your left foot first, then follow with your right foot half a beat later. This 1/8 step is the basis for lots of complicated patterns.



* A-B-A Combination

The easiest way to tackle this is to put one foot on "A," one on "B," and just step like you're running in place.



DDR Expert Profile

Real Name..... Jason Ko

Nickname..... J Dogg

Age..... 21

Hometown..... Irvine, CA

Favorite song..... AM-3P

Favorite dance move..... Slide (start with one foot on one panel, and slide it across to another panel without lifting the foot)

Arcade hangout..... Metreon, San Francisco, CA

How long have you been playing DDR?

One year and six months.

How often do you play DDR?

An hour and a half per day, five days a week.

Do you play at home?

I don't play at home much at all...maybe once a week. I prefer to play in the arcade because of the sturdy platform, and the crowds of course.

What's your advice for beginners?

Listen to the music when you play! This is an important part that people don't realize when they start out. Listening to the beat helps you out tremendously.

What was the worst injury you ever sustained while playing DDR?

A hurting right foot from playing too much.

What was the longest period of time you played DDR without taking a break?

Five hours.

Do you consider yourself a score player or a freestyle player?

Freestyle.

Do you play other Bemani style games?

Keyboardmania, Beatmania.

What do you look for in future DDR or Bemani releases from Konami?

Although Bemani games got off to a slow start, I'm looking forward to the U.S. PlayStation version of DDR, which should dramatically increase the popularity of music games in the U.S. I think this relatively new genre of games will really take off in the near future.

* A-B-C Combinations

Depending on how you attack this kind of pattern, the stepping can be either trivial or very difficult. In general, you can execute these moves more smoothly if you learn to alternate your feet with each step.

For example, if it's up-right-down, the stepping is easy if you start with your left foot on up, then right foot on right, followed by left foot on down. No problem! But what if your left foot was busy and you mistakenly started out with the right foot? Now you're in big trouble! Well, not necessarily. Remember, you don't have to face the screen. As you step on the up arrow with your right foot, turn your body ninety degrees to the left, so you can step backward with your left foot and strike the right arrow. Finally, you can turn ninety degrees left again and hit the down arrow with your right foot. It's still not as easy as the first way, but it sure beats crossing your legs around themselves like spaghetti! On the other hand, it's much more impressive to be able to execute moves like these the hardest possible way while still striking the arrows in time. If that appeals to you, then you're on your way to learning the art of DDR freestyle!



Here's another example: left-up-right. If you face forward only, no matter what foot you begin with, you're going to have trouble reaching that right arrow.

In fact, it will be impossible without either crossing your feet, hopping like a madman, or using a similar strategy to

what I described in the previous example. What do you do? Just face ninety degrees to the left instead and start with your left foot on the left arrow. Now, completing the combo is simple. Plant your right foot on the up arrow, then step back with your left foot on the right arrow. Notice that this sequence is the exact same as the previous one, except it's rotated ninety degrees counterclockwise. Recognizing symmetries like this one can go a long way in making the game easier on your feet and legs.

continued



PlayStation®2

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1/8-Step Clusters continued



* 1 1/2 Beat Pauses

So far, we've only seen steps separated by full beats and half beats. When you see something like this for the first time, it will surely confuse you. This example is taken directly from bars 28-30 of *Paranoia*. The space between some of the steps here is 1 1/2 beats! Try this sequence slowly in Training Mode first so you can understand what a pause of this duration feels like.



* More Complex Combinations

There are numerous possibilities when 1/8 steps enter into the picture. Here are a few more interesting situations. This is bar 66 of *Paranoia Max -Dirty Mix-*. It looks more intimidating than it really is. Think of it as each foot starting on the up-down arrows. Both feet travel clockwise around the pad, one at a time. Start with your left foot on down, then right foot on up. Next, put your left foot on left, right foot on right, then finish with the left foot on up, right foot on down.



Here are bars 55-56 of *Drop the Bomb* (Difficult). It's the last and most difficult part of the song. At this point, the steps are fast so you may not be able to step like you could if there was a full beat in between each one. If the speed is too fast for you, there are basically two fancy-pants alternatives you can try: Just alternate your feet while facing forward. If you start with your right foot you'll have to cross legs on the fourth, fifth and eighth steps. If you start with your left foot you'll have to cross legs on the second, third, sixth and seventh steps. Or, you can step while rotating your body clockwise. Start with your right foot on up, then left foot on left, right foot on down, and so on. Alternate your feet as you go and rotate yourself as necessary. You won't need to cross legs, but be careful not to get too dizzy!



This is bar 38 of *Dub-l-Dub* (Difficult). In a situation like this, you can't jump up very high if you expect to make both steps successfully. There's no special advice to give for this one. You just have to be fast enough!



DDR Expert Profile

Real Name Andy Nguyen

Nickname Kid Zero

Age 19

Hometown Orange, CA

Favorite song BAU (from DDR 4th Mix)

Favorite dance move I don't have one.

Arcade hangout Arcade Infinity, Rowland Heights, CA

How long have you been playing DDR?

I've been playing since day one of DDR...one year and eight months?

How often do you play DDR?

Half an hour, every two weeks.

Do you play at home?

No.

What's your advice for beginners?

When playing in the arcade, do not hold the bar. It's like training wheels on a bicycle.

What was the worst injury you ever sustained while playing DDR?

Bruise on the bottom portion of my knee cap. Couldn't play for three months.

What was the longest period of time you played DDR without taking a break?

Two hours.

Do you consider yourself a score player or a freestyle player?

Freestyle player.

Do you play other Bemani style games?

I play DrumMania, Dance ManiaX, Beatmania IIDX, Guitar Freaks, Para Para Paradise.

What do you look for in future DDR or Bemani releases from Konami?

Hopefully, Konami will come out with another revolutionary game that will attract larger crowds. DDR did it; I bet they can make another one.

1/16-Step Clusters

After reaching this level of gameplay where 1/16 steps begin to appear, there are few truly new combinations of steps left to encounter. At this point, the greatest difficulty lies in the fast sequences and unusual patterns of pauses in between steps.

On the very hardest songs, you'll see quarter beat and three-quarter beat pauses. Sometimes the arrows appear in such a way that 1/16 steps are hard to distinguish from the other types. The best way to learn the rhythm of the most complex patterns is to listen to them in Training Mode with Assist set to "Type 3." Don't play the first time, just listen to the hand claps.



Here is bar 9 of *El Ritmo Tropical* (Expert). This song is filled with 1/16 steps everywhere. In this cluster, the pause between all steps is three-quarters of a beat, except between steps three and four, where it is a half beat. This is a good song to practice to get used to the timing of 1/16 steps.



This is bar 21 from *Brilliant 2u* (Expert). It's tricky at first! You've seen similar patterns before, but now the left 1/16 step arrow is thrown in there. The pause is a quarter beat between the third and fourth steps and also between the fourth and fifth steps.

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PlayStation®2



Dance Dance Revolution



Experts-Only Clusters



Here are a couple of patterns you'll only encounter in nine-feet songs.

This is bars 3 and 4 from *Dynamite Rave* (Expert). The quarter beat pauses are between steps four and five, seven and eight, 13 and 14, 16 and 17. Every other pause between steps is a half beat. The foot positioning is easy; just start with your left foot and alternate all the way through. It's the sheer speed that makes it so tough! The most difficult part is the last three steps: up-right-down. As your right foot steps right, you really need to swing your left foot from the up arrow to the down arrow particularly fast.



Here's an example that mixes many pauses of different lengths. It's bars 56-57 of *Dynamite Rave* (Expert). The unusual timing of steps makes it difficult. For the first six steps, the pause alternates between a quarter beat and a half beat. Then, between the sixth and seventh step there's a three-quarter beat pause. The remaining steps are separated by half beat pauses. Crazy!

DDR Expert Profile



Real Name Henry Yuan Godden

Age 19

Hometown Walnut, CA

Favorite song Brilliant Zu (Both versions)

Favorite dance move Koshiru's Boom Boom Dollar (very famous move, where he does the quick feet movement)

Arcade hangout Southern Hills Golfland Stanton, CA

How long have you been playing DDR?

17 months.

How often do you play DDR?

Seven to eight hours a week.

Do you play at home?

No.

What's your advice for beginners?

It's all practice...and belief that you can do it.

What was the worst injury you ever sustained while playing DDR?

Some bruises on my knee, nothing really serious.

What was the longest period of time you played DDR without taking a break?

Nine hours.

Do you consider yourself a score player or a freestyle player?

I do both score and freestyle, but right now I'm doing more score work instead of freestyle.

Do you play other Bemani style games?

DrumMania, Para Para Paradise, Beatmania IIDX, Keyboardmania...

What do you look for in future DDR or Bemani releases from Konami?

I was hoping Konami would release more Beatmania series such as IIDX in the U.S. Also multiplayer Para Para Paradise, and a more realistic style of DJ game (Beatmania is fun, but another style would be pretty good).

Song List

Here's a list of all the songs in the game and their statistics. The largest and smallest values in each column are highlighted.

Song Title	Length (Bars)	Duration (Min.)	BPM	Standard Rating	Level Steps	Difficulty Rating	Export Level Rating	Steps
Have You Never Been Mellow	41	1:15	130	999	6B	999	11B	171
Boom Boom Dollar	39	1:06	140	999	103	99999	156	209
El Ritmo Tropical	47	1:21	140	999	124	99999	198	247
Let Them Move	36	1:11	122	999	107	99999	150	198
20, November	36	1:03	137	999	103	99999	150	175
Put Your Faith In Me	39	1:14	126	999	128	99999	145	203
Put Your Faith In Me (Jazzy Groove)	38	1:12	126	99999	149	99999	167	208
Brilliant 2u	48	1:13	157	99999	162	99999	176	225
Brilliant 2u (Orchestra-Groove)	48	1:13	157	99999	166	99999	187	226
Smoke	41	1:10	140	999	137	99999	155	219
Make It Better	41	1:20	123	99999	143	99999	188	212
My Fire	40	1:12	133	99999	125	99999	144	170
If You Were Here	42	1:07	150	999999	150	999999	170	210
Dub I Dub	41	1:10	140	99999	134	99999	205	210
Keep On Movin'	36	1:00	144	99999	110	99999	140	183
La Señorita	72	1:32	188	99999	241	99999	255	294
Drop the Bomb	57	1:29	154	99999	199	99999	238	304
Get Up 'N' Move	41	1:12	137	999999	175	999999	183	256
I Believe In Miracles	44	1:19	134	999999	174	999999	188	246
AM-3P	41	1:13	135	999999	164	999999	195	244
Dynamite Rave	58	1:29	156	999999	188	999999	269	398
Afronova	70	1:21	207	999999	214	999999	244	370
Trip Machine	55	1:19	167	999999	191	999999	211	230
SP-Trip Machine -Jungle Mix-	54	1:18	167	999999	194	999999	217	245
Paranoia	71	1:32	185	999999	264	999999	275	319
Paranoia Max -Dirty Mix-	71	1:27	196	999999	268	999999	288	340
Paranoia KCET -Clean Mix-	71	1:32	185	999999	262	999999	278	351



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Q: Why did Mark McGwire slug only .257 with two strikes, but 1.310 when ahead in the count?

A: He can guess the pitch more easily when he's ahead...and crush the ball for a mammoth homer. High Heat's Got It.



Q: How is Barry Bonds sometimes able to wallop splash-landing homers out of Pac Bell Park?

A: He works the count, then looks for a fastball inside and starts his stride early to pull it into the bay. High Heat's Got It.



Q: Why should a pitcher make some pickoff throws, but not too many?

A: A few pickoffs shorten runners' leads, but too many can distract the pitcher or result in an error. High Heat's Got It.



Screen shots were taken from PlayStation®2 console and PC version of the game.

Q: When Vladimir Guerrero drills the ball down the left field line, will it curve fair or foul?

A: The spin of the ball coming off the bat causes it to curve toward foul territory. High Heat's Got It.

Q: When would Kevin Brown waste a pitch and throw a breaking ball in the dirt?

A: On an O-2 count when the hitter is likely to chase a bad pitch while trying to protect the plate. High Heat's Got It.



Available on PlayStation®2 computer entertainment system, PlayStation® game console, Game Boy Color and PC-CD Rom

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— Official PlayStation Magazine (Feb. 2001)

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"This year's best baseball video game."

— Sports Illustrated (Dec. 2000)

Awarded Top 10 Games of All Time and Sports Game of the Year two years running.

— CGW

Q. What makes Aaron Sele's curve so effective against both righties and lefties?

A: His dead overhead, or "I2 to G" arm motion, makes his curve break nearly straight down against all hitters. High Heat's Got It.

Q. What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?

A: He adjusted to the umpires calling strikes on the inside corner and began looking for inside pitches to pull. High Heat's Got It.



REAL. BASEBALL.

Q. On a long throw to the plate, what's the best way to stop a runner from taking an extra base?

A: Use the first baseman to cut off the throw and nail the runner. High Heat's Got It.

Q. How can you tell Bernie Williams is batting in Shea Stadium?

A: You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. High Heat's Got It.

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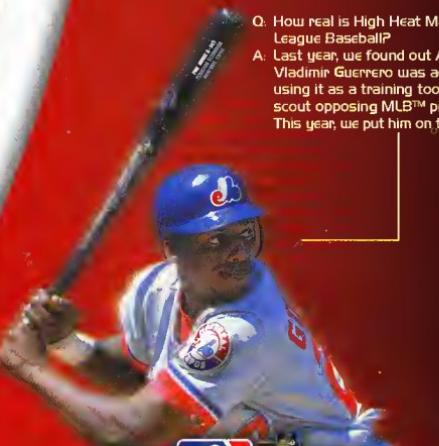
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Q. How real is High Heat Major League Baseball?

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Paper Mario



by Geoff Arnold

Just before the untimely demise of the Super NES and the birth of the N64, two of the greatest video-game companies came together to create the smash hit *Super Mario RPG: Land of the Seven Stars*. Developed by Squaresoft and Nintendo, *Super Mario RPG* was a breakthrough for many gamers, as they finally got the chance to take Nintendo's favorite plumber and drop him into the fantasy realm of role-playing. Now Mario returns to the role-playing realm, this time on a different system and with a new approach to the genre in *Paper Mario*. In essence, it's a sequel to *Super Mario RPG*, but the game stands out from its predecessor in more ways than one. Though the graphics may look a bit simplistic—the characters and backgrounds are two-dimensional and appear to be made out of paper—don't let the cutesy appearance fool you. The storyline is longer and far more complex than that of *Super Mario RPG*, and the world you are able to explore is much larger, with plenty of surprises to keep you entertained for quite some time. Some say that the N64 is nearing the end of its life cycle...but *Paper Mario* may convince you that the system is still in its prime. I'm a little bit confused by one aspect of the game, though: If Mario is made of paper, why doesn't he burn to a crisp when Bowser breathes fire on him?

The Story



Far above the Mushroom Kingdom, an unknown world exists



where seven Star Spirits are constantly kept busy by watching the inhabitants below. These seven Stars reside in a kingdom known as Star Haven and are keepers of the Star Rod; an infinitely pow-

erful wand capable of granting the user any wishes he/she desires. Being the keeper of such a tool is an extremely important task, and the Stars did a wonderful job watching over it and keeping peace in the lands below...that is, until Bowser came along, stole the Star Rod and quickly imprisoned the seven Stars using its power. Meanwhile, our hero Mario and his brother Luigi are busy in the Mushroom Kingdom preparing for a party with Princess Peach at the castle.

At the party, Mario is sitting down to have a conversation with Peach...when Bowser suddenly appears to pick a fight! Unaware of the fact that Bowser possesses the Star Rod, Mario fights back

with all of his strength until Bowser uses the wand to become invincible. He deals Mario a devastating blow, knocking him out of the castle and down to the earth below—then proceeds to kidnap Princess Peach. When Mario awakens in Goombaa Village, his only thoughts are to save the Princess and the seven Star Spirits, then find a way to take back the Star Rod from Bowser's evil clutches.



The Characters

"Good Guys"

Mario

The world's most famous plumber is back again to foil Bowser's evil plans. Not only does he have to rescue Peach again, but this time he has to save the seven Imprisoned Star Spirits as well.

Princess Peach

Poor Princess! She is always being harassed and kidnapped by Bowser. She is strong in spirit and doesn't give up easily; she may even give you some help if you find yourself in trouble.

Star Spirits

After capturing them, Bowser sent each of the seven Star Spirits to the far corners of the Mushroom Kingdom. It's now up to Mario to rescue them and return them to Star Haven. Unfortunately, each Star Spirit is guarded by one of Bowser's evil goons! When you release a Star Spirit, it will assist you in battle by attacking enemies with magic or aiding your party.

Luigi

Mario's brother Luigi is always by his side. He may not seem like he is much help directly, but Luigi can always offer Mario moral support.

Twink

A lonely inhabitant of Star Haven, this star kid doesn't have much power, but he is determined in his quest to help Mario save the Princess and the Star Spirits.

Mario's Teammates

Goombario

This little mushroom knows more about what's going on than Mario does! Look for him to help you out with valuable knowledge when you need it. Goombario's added damage will come in very handy early on.

Kooper

This little turtle will lend Mario his shell as an attack weapon. Extremely helpful in combat.

Bombette

A friendly female bob-omb, Bombette helps you when you reach a dead end by blasting through walls. Bombette also aids Mario during battle by ramming enemies or exploding near them, causing major damage.

Parakarry

Parakarry is a parakoa that works in Toad Town's local post office. Parakarry will help you when you need to cross chasms or make extremely long jumps by carrying you to the other side. He also lends a hand in combat with his "lift" ability, which carries enemies off the screen.

Bow

A friendly female boo, Bow reigns supreme in the Mushroom Kingdom as head of Boo Mansion. Use her powers to help you hide from enemies or walk through solid objects and walls.

Watt

A lonely little spark who is being held captive by the Big Lantern Ghost. Free her to enlist her help; she can shed some light in a dark room or look for invisible blocks.

Sushie

This cheep creep lives among the Yoshis that inhabit Lavala Island. Armed with some of the most hysterically funny attacks in the game (like the Belly Flop), Sushie becomes invaluable when Mario's party needs to cross certain bodies of water.

Lakilester

Lakilester has a bad reputation, as they are employed by Bowser, but Lakilester has given up on his evil ways and decided to join up with Mario. Not only does he pack a wallop in battle, you can also use Lakilester to cross deadly terrain such as thorny vines, bushes and spike-laden floors.

Walkthrough

An overall step-by-step walkthrough isn't really necessary in Paper Mario and may even take the fun out of your experience. The best way to play the game is by exploring and finding everything for yourself. If you need a hint, I will go over major points in each section and point out some of the hidden items. This section is more of a general overview of important occurrences that will help you make it to the end of the game.

A. Prologue: A Plea from the Stars

Walkthrough



Your first quest is to reach Star Summit, a lonely peak on the outskirts of Toad Town where the Star Spirits can communicate with you.

1. Goomba Village

Goomba Village is a small, cozy village inhabited by a family of goombas. There isn't much here other than a couple of houses and a place to stay.

★ Talk to all the goombas in the village and listen to what they have to say.

★ As you approach the gate, Kammy Koopa appears and drops a giant block on top of the gate, barring your path.

★ Talk to Grandpa Goomba after the veranda collapses and search here to receive the hammer, which will allow you to smash through blocks and smash trees.

★ Hit the tree in this small area to receive a dolly, which you can give back to one of the goombas in Goomba Village. In return for her dolly, the girl goomba will present you with a Star Piece.

★ Fight your way back to the village to receive the Power Jump Badge from Grandpa and enlist the help of Goombario.

★ Once outside of Goomba Village, continue down the path to reach the Goomba Brothers (don't forget to pick up the Close Call badge on the way). The Goomba Brothers are actually quite easy to defeat. Use Mario's power jump technique on the red goomba first while Goombario attacks the blue goomba.

★ Continue down the path until you reach King Goomba's fortress.

2. Toad Town



Toad Town is basically the wheel hub of the Mushroom Kingdom. This is also where Mario lives with his brother Luigi, so be sure to stop and pay a visit to Mario's home. There are many things to do here, so take your time and get to know the locations of all the important places—Rus' T.'s house, the Dojo, Post Office, Merlville's house (where you can trade Star Pieces for cool badges) and the item shops throughout the town. You will find that you will be visiting this town more and more as you progress through the game, since Toad Town actually leads to many other important areas as they open up.

"Bad Guys"

Bowser

Mario's lifelong archenemy is back and nastier than ever, even in paper form! He plans to use Star Rod to corrupt the world and get rid of Mario forever.

Kammy Koopa

One of Bowser's most trusted lackeys, Kammy appears from time to time to throw a monkey wrench in Mario's path. The brains behind Bowser's evil schemes she basically annoys Mario throughout the game.

Boss: King Goomba

King Goomba isn't as tough as he appears to be. He has the Goomba Brothers as a backup team, but don't let the odds fool you. The brothers are weak from your previous battle, so concentrate on them first. They each have two hit points, between Mario's jump attacks and Goombario's headbutt attacks, both brothers should be defeated within a few rounds. If you feel like taking the easy way out, look closely at the tree behind King Goomba. Use your hammer to hit the tree, which will cause a goombanutter to crash down on your enemies and rob them of 3 HP each! The Goomba Brothers are history after this deadly blow. Once they're gone, King Goomba should be defeated within a couple of rounds.

★ Whack the tree just outside of the fortress to pick up another Star Piece, then check a bush just below the castle to find a switch. Hit the switch to extend the bridge that leads to Toad Town.

★ Whack a tree here to knock loose a trampoline, then jump off of the trampoline onto the roof to receive the Hammer Throw Badge, which allows you to chuck hammers at any enemy while in battle.

★ Continue on down the road to reach Toad Town.

★ Talk to as many Toads as you can and gather information about what's going on in the Mushroom Kingdom.

★ Look for the giant door with a star emblem on it near the post office and take that path to reach Shooting Star Summit. Check the base of the mountain to find a Star Piece, then scale the mountain and talk to the seven Star Spirits that are waiting for you at the top.

★ On the way back to Toad Town you'll run into Twink, who gives you the Lucky Star which allows you to use the action command in battle. Too bad a magikoopa shows up and ruins your fun.

★ With your newfound action command battle skills, the magikoopa is a pushover. If you want to end the battle quickly, execute a Power Jump attack and combine it with an action command to do four or five points of damage.

★ Head to Merlon's house. Collect the Star Piece that sits in the tree to the left of his house, then listen to what he has to say.

★ Four suspicious-looking toads (TMNT, anyone?) are blocking the east exit of town; the only way to get them to show their true forms is by talking out Merlon once again.

★ Once the "toads" are gone, take the east exit toward Koopa Village.



Chapter 1: Storming Koopa Bros. Fortress

Bowser has employed a brotherhood of koopas to keep Mario from freeing the first Star Spirit. The Koopa Bros. reside in a fortress to the far east of Toad Town. Battle with enemies along the way to pick up some Star Points and cash.



★ Look for this red ?? block on the road to Koopa Village and hit it to pick up a Dizzy badge.



★ Pound the tree with the hammer to knock down a switch which allows you to cross the bridge just ahead.

★ Take the lower path at the road sign to reach Koopa Village.

★ Smash a block here to reveal another red ?? block which houses an Attack FX B badge.

1. Koopa Village

Koopa Village has been taken over by a bunch of fuzzys—maniacal little creatures intent on stealing every koopa's shell they can get their grubby hands on. Win back the shells to earn the respect of the koopas and have Kooper join your party. There is a Toad house here if you need to rest and an item store if you need supplies.

★ There are three koopas in the village center; each is missing its shell. You'll find the first koopa's shell by stomping on a fuzzy nearby. The second's shell is on top of a breakable brick and the third koopa's shell is in a tree nearby.

★ Check the bushes in the village to receive various items.

★ Visit Chuck Quizmo to try out your memory on some Paper Mario trivia and earn some Star Pieces.

★ Another fuzzy took a koopa's shell in the sandpit on the other side of the village; sneak up by walking slowly and jump on it to return it to its owner.

★ Just to the right of that is another koopa without a shell. Push the blue block underneath the shadow of the breakable brick, then use the blue block to break the brick and knock down the shell.



★ Check out the center house to locate Kooper, who is willing to join your party if you can get his door off his door.

★ To do so, follow the fuzzy out of the back door of his home and corner him near a grove of trees. Watch him jump from tree to tree, then smack the tree where you think he is. Do this three times and Kooper's shell will be returned.

★ Use Kooper's shell to grab the HP badge on the way out, then head back to Koopa Village.

★ Grab another Star Piece by using the blue block in the same fashion as you did to get the koopa's shell.

★ Visit Koopa Koot and retrieve the book that he asks for from Colorado's house to receive one coin. Continue doing more favors for him to earn rewards later on such as Star Pieces.

★ Stock up on healing and FP-restoring supplies before you go.



★ Head back toward Toad Town and look for an area where you can follow the path at the bottom of the screen to a small island with a Star Piece. Grab the Star Piece, then backtrack toward the Koopa Bros. Fortress.

2. Koopa Bros. Fortress

The Koopa Bros. Fortress is rather large, but surprisingly linear with a few twists and turns. Your overall goal is to reach the rooftop and confront the Koopa Bros. There are a few items and a new teammate to pick up on the way, so keep your eyes peeled!



★ Defeat the koopa and bob-omb in the first room to receive a key, which will let you progress.



★ Jump over a hidden ledge on the right side of this cell to receive the Power Bounce badge.



★ Defeat the koopas and bob-ombs in this room to release a blue switch which will let you access the basement.

★ In the basement, take a left and head into the next room. Defeat the three sets of Koopas to realign the doors and continue going left to snag another key.



★ Head back to where you took the stairs down, follow them back up and use the key on the right door.

★ Hit the block to release a trap door below your feet; this is the only way to meet Bombette.

★ Head back toward the beginning of the fortress and let Bombette blast through the wall to receive a key.

★ Now return to the trap switch on the second floor and take the door to the left of the switch.

★ When you get to the area with the red switches, use Kooper to activate them. Switch to Bombette next and set her in motion toward the switch, then run across the bridge to the left before she activates it. Repeat this process to make it across the gaps and take the stairs up.

★ Hit the blue switch in the next room to lower a staircase; it leads to a wall where you can use Bombette to blast through and snag a key.

★ Get the key from the first floor, then take the stairs back up and open the door on your left.

★ Hit the blue switch in the next room to raise the staircase that leads to the roof.

★ Before going out the door, continue to climb the ramp to locate the Smash Charge badge.

★ Once out on the rooftop, make your way through the field of kamikaze bullet bills to reach the end of the walkway and a save point.

★ If you have patience, this is a good place to increase your levels since you get three Star Points for every set of bullet bills you encounter. If you start to run low on HP, walk down to the HP box and refill yourself. When you are ready, hop over the cannons and follow the path to reach the Koopa Bros.

Boss: Koopa Bros.



The battle with the Koopa Bros. is actually two small battles back-to-back. The Koopa Bros. are actually more worried about looking cool than fighting; the cowards actually send a mechanical "Bowser" to fight for them! Use a fire flower on "Bowser" for big damage and continue to pummel the monstrosity until it collapses. The Koopa Bros. themselves are relatively weak (only 5 HP), but they pack a wallop! They also form an "armored column"—the only way to damage them individually is to deliver a few blows and knock the amphibious column to the ground. Don't waste your FP early on; save it until the turtles are lying helplessly on their backs, then unleash Mario's Power Bounce and Kooper's Power Shell attacks. If the koopas reform their column, try to reduce the amount of damage that you take from their devastating attack, as they do one point of damage per attacking Koopa. Concentrate on one koopa at a time to achieve maximum damage and you will send the Koopa Bros. packing in no time, freeing the first Star Spirit.

★ When you take over the role of Princess Peach, check the picture near the fireplace to find the secret switch that leads out of the room.

★ Read Bowser's diary, then sit back and watch the cut scenes that follow.

★ Once outside and in control of Mario again, blast through the stone wall just outside of the castle; it leads to an area that houses the FP Plus badge!

★ If you choose to, on the way back to Toad Town you can stop by Koopa Village and answer another one of Quizmo's questions or visit with Koopa Koot and listen to his requests.

★ Head back to Toad Town, but beware: You'll run into Jr. Troopa again. Show him who's boss and continue on your way.

3. Toad Town

Back in Toad Town, take a few minutes to explore, buy items and badges, fight at the dojo and whatever else you feel like doing. When you are ready, head to the south part of town toward the train station.



★ Snag a Magic Seed from the bub-ub near the station and give it to the toad in the Toad Town garden.

★ When you reach the train station, use Bombette to move the boulder that's blocking the train.

**Boss: Tutankoopa**

Parakarry is a necessary character here, as the rest of your party (save Goombario) won't be able to do enough damage to Tutankoopa to significantly contribute to the battle.

After Tutankoopa takes a few hits from your party, he will call his pet chain chomp into the battle. While you are busy attacking the chain chomp with your hammer, have Parakarry use his Shell Shot attack on Tutankoopa. Tutankoopa will attack every round by tossing a buzzzy beetle's shell down on you or by using magic to drop rocks down from above. Have Marion concentrate on the chain chomp until it is defeated, then tag-team Tutankoopa. He has around 30 HP, so by the time Parakarry has softened him up with his attacks, Tutankoopa should be toast within a couple of rounds.

★ After Tutankoopa is defeated, you will rescue the second Star Spirit and finish Chapter 2. Sit back and watch the cut scenes.

★ You will take control of Peach again. Make your way out of the room again via secret passage and head for the library which is in the bottom left corner of the circular main room.

★ Grab the Power Rush Badge, then head back into the previous room.

★ Avoid the guards and run toward the storeroom, which is just across the hall opposite the door you came out of. Grab the Deep Focus badge in the storeroom, then drop the badges into the treasure chest so Mario can pick them up later.

★ Head back to the library and past the spot where you picked up the badge. When the coast is clear, run to your left and eavesdrop on the koopas' conversation about Tubba Blubba until you get caught.

★ When you regain control of Mario, head back to Kokodario's camp and give him the artifact you found in the ruins. Next, head back across Mt. Rugged and take the train back to Toad Town—but don't forget to break the stone block and power up one of your characters with the Super Block near the beginning of the mountain.

5. Toad Town

There are many things for you to do in Toad Town. Be sure to stop by Merluvile's house (to pick up the badges in the chest), the flower garden (for a drop of magic seed), the dojo (if you choose to fight), the post office and any other place you feel like going.

★ Stock up on items, then head for the east exit out of town near the train station to reach Forever Forest.

**Chapter 3: The "Invincible" Tubba Blubba**

Mario sets off into Forever Forest on the trail of Tubba Blubba. Tubba is guarding one of the Star Spirits in the distant land of Gusty Gulch; unfortunately, Mario doesn't quite know how to get there. He is on his way through the forest to meet up with a certain ghost who may be able to help out with Tubba's location.

1. Forever Forest

The forest is even more of a maze than Dry Desert! If you take the wrong path you will end up going in circles and getting lost. Follow these directions to make it through safely:

★ Take the exit near the cackling grass in the first area.

★ Look for the exit near a hollow tree stump containing glowing red eyes (listen for the cackle again).

★ The next exit is near a group of four flowers that rotate very slowly.

★ Examine each exit in the next area and watch for the tree behind you to make an evil face when your back is turned; that's the correct exit. Don't forget the magic seed in the center of this area!

★ Look for a LARGE group of mushrooms; next, if you examine them and they put on an extended light show, that's the exit you want to take. Before you take the exit, though, check out another part of the forest by taking the exit directly across from the large mushroom patch. In this next small patch of forest you will find a valuable HP Plus badge. After you grab the badge, head back to the previous area and take the exit with the large mushroom patch.

★ Look for the next exit near a group of flowers that don't shrink when you examine them.

★ This next area leads to Boo's Mansion (just look for the sign), but you should examine the rocks near the other exits first. One of them will respond to your touch; take this exit first to find another FP Plus badge in the center of the next area.

2. Boo's Mansion

Boo's Mansion sure is a creepy place for Mario to find help. A certain female ghost is waiting for you inside the mansion with important information about the Star Spirit that Tubba is guarding. The only way to get to her is by reaching the third floor of the mansion...alive. The mansion is rather large and although you may explore many of the rooms right off the bat, you'll have an easier time if you do it in the order we've described here.

★ Go to the second floor and take the right door.

★ Examine the center cabinet on the left wall and get the record from the boos.

★ Exit the room and take the left door on the second floor.

★ Use the record on the phonograph in this room. While the boo is distracted, run over to his treasure chest and open it to collect a large weight.

★ Exit that room and head down to the first floor. Jump off the sofa, then grab the chandelier and attach the weight to it.

★ Take the secret door that appeared behind the bookcase next.

★ In the next room, take the stairs down to the basement, then go through the door that faces south to another room.

★ Take the one-way door near the right wall to another room.

★ Open the treasure chest and play with the boos again to score the Super Boots. Use the Spin Jump on the crates in the room for some Maple Syrup, then do the same to the center of the floor to drop into a room.

★ In the next room, trigger all three switches to activate the stairs and forget about buying anything for now (since the boo won't sell anything anyway). Take the stairs up—stopping to grab the Mushroom in the crates—then replace your steps back out to the mansion's main foyer.

★ Next, take the right door on the first floor.

★ Grab the two apples in the crates in the room, then bust through the floor back down to the basement.

★ As soon as you land on the bookshelf, switch to Parakarry. Walk toward the extreme right of the bookshelf and have him fly you across to the other side to reach Boo's Portrait. Fly back to the other side, then jump off the bookshelf to your left and aim for the stacked crates. Use your Spin Jump to earn a Star Piece from the bottom crate, then head for the top right corner of the room. If you miss either of these items, look for a crack near the left wall where Bobette can blast through. Next, return to the second floor of the main foyer.

★ Go down to the end of the hallway and examine the blank picture on the wall to gain access to the third floor.



★ Take either door to meet Lady Bow. You have no choice but to accept her offer in order to free the Star Spirit.

★ Stock up on items in the mansion if you need to, then head for the door.

★ Head east once you are outside of the castle to reach Gusty Gulch.

3. Gusty Gulch

Gusty Gulch is home to a bunch of boos who are being gobbled up by Tubba. There isn't much you can do for the ghosts right now, so keep on trucking until you reach Tubba's castle. But wait—now that you have the Spin Jump, you are able to shake the ground in certain spots to unearth Star Pieces!

★ Eventually you will come to a point where Tubba shows up and devours a poor boo right in front of your eyes. Even though it's tough, you must continue on.

★ On the way to the castle you will find the following items: a Dizzy Dial, some Repair Gel, a Letter, a Super Shroom and a Star Piece behind a rock near Tubba's castle. Collect them all, then save your game and head inside the castle.

4. Tubba Blubba's Castle



Tubba's castle is about the same size as Dry Dry Ruins, so expect to spend a little time here and do a bit of backtracking. Your goal is to find out what Tubba's weakness is. Maybe there's something here to get into that locked windmill in Gusty Gulch...

- ★ Take the left door in the main room to a long hallway. Skip the first door along the north wall (while sneaking past the clubbas that hang out here) and follow the hallway until you reach the second door. Go through the door and grab the Star Piece, then head back out and take a left to reach a room with a large table in the center. Now use the door on the north wall to reach a stairwell.
- ★ Take the stairs down and Spin Jump through the floor to reach a small room with a key. Grab the key and exit the room.
- ★ Power up another one of your characters in this next stairwell, then take the stairs up and head back to the main entrance.
- ★ Enter the locked door on your right and follow the path along to reach the second floor.
- ★ Eventually you'll come to a hallway with a clubba napping near the north wall. Have Bombette break through the wall to reach a small room.



- ★ Break through the hole on the left, then break through the right hole just opposite that one. Fall through the hall and use Parakarry to reach the D-Down Jump badge.
- ★ Return to the room above and go out into the hallway again.

- ★ Take the next door you see along the north wall. Inside the room, use Bow to avoid getting skewered by the spikes, then grab the key that's inside the chest. Retreat back to the hallway.
- ★ Take the door to the left and you will be back in the room with the large table and Star Piece.
- ★ Hop down, grab the Star Piece and use the trampoline to make it back to the second floor.
- ★ Once you are back in this room, push the clock out of the way to reveal a secret door.



- ★ In the room behind the secret door, open one of the drawers in the dresser and use it along with Parakarry to make it onto the bed. Jump at the bottom left corner of the bed to reach a couple of bookshelves, then follow the path along the wall to find a Mega Rush Badge.

- ★ Head back into the room with the large table and take the west (locked) exit out.
- ★ Follow the stairs up and into the next room where you run into Tubba. Use Bow's invisibility to avoid him and look for the door at the end of the hallway on the north wall.
- ★ Once in the room, tiptoe through the clubbys to snag the key, then head back out into the hallway and take the locked door on your right.



- ★ Eventually you'll reach a room with a treasure chest. Tubba comes in to take a rest...but that won't stop you from opening the chest. Too bad the key inside has a mind of its own; it decides to wake Tubba

- and inform him of your plan!
- ★ Get back to the front door before Tubba squashes you like a bug and eats Bow for a midnight snack.
- ★ Save your game once you are outside and run like a madman for the Windmill in Gusty Gulch.
- ★ Open the door with the key that you stole from Tubba's castle and head inside.

5. Windy Mill

Windy Mill is the home to Tubba's best-kept secret: his weakness! You must locate Tubba's weakness if you ever hope to defeat him.

- ★ Spin Jump through the boards covering the well and fall down to the cavern below.
- ★ Fight your way through the cavern—making sure Bow is in your party—and continue on to reach a room where you will encounter Tubba's heart.



Boss: Tubba's Heart



To beat Tubba, you must defeat his heart, which is controlling his body. After one round, it will gather strength and begin to glow. This is the signal for you to employ Bow's Outta Sight ability, which turns Mario invisible. When the heart gets a chance to attack again, it will release a flurry of red blood cells which do a massive amount of damage (12 HP). Since you are invisible, the attack passes right through you! When you become visible again, use your strongest jump attack against Tubba's heart. Occasionally, Tubba's heart will jump out of its bed and perform a physical attack on you. When this happens, retaliate with both Mario's and Bow's strongest attacks. Repeat this process until you have inflicted about 50 HP of damage against Tubba's heart; it will then run away and rejoin with Tubba's body. Chase the heart back outside and wait for it to reunite with him, then attack!

Boss: Tubba Blubba



Tubba is actually a big pushover. Now that his heart has been weakened, he won't be able to take very much punishment. He only has about 10 HP, so use whichever method you like best to defeat him. After Tubba is defeated, he reluctantly gives up all the boots that he has made snacks out of—and Bow lives up to her side of the bargain by handing over the third Star Spirit.

★ You are back in control of Peach now. Sneak out through the secret passage and eavesdrop on Bowser.

★ When Bowser asks you what kind of things Mario hates, answer with the following: Mushroom, Thunder Rage, Super Soda. Bowser will set these things up in the next level for Mario to collect.

★ You will now be in control of Mario again. Head back toward Toad Town via Forever Forest and you will run into Jr. Troopa once more. He has gained more strength, more HP and even the ability to fly, so be cautious! Mario's D-Down Jump and Parakarry's Shell Shot attack work wonders here, so use them as often as possible. When you have done about 40 HP of damage, Jr. Troopa will run off once again.

6. Toad Town

Toad Town is being overrun by shygus! They are stealing items from people all over town and it's up to you to get them back. Rumor has it that the shygus are in possession of a little bit more than just stolen items. Could they have another Star Spirit?

★ Take care of any business you have in the area (buying badges, items, visiting friends, dropping off Magic Seeds, delivering letters, etc.) then take the road to the west near Tayce T.'s house.

★ If you need to raise your levels, try hopping into the Toad Town Tunnels (the entrance is near the end of the street) and fight some dark koopas. Be sure to equip the Feeling Fine badge if you have one before entering!

★ You'll meet Twink in the next part of town; he'll tell you about Shy Guy's Toy Box.



★ Head to the abandoned house at the end of the street just before the Toad Town port and use Bow to turn invisible. Eventually a shyguy will come in and inadvertently show you where the secret door to the Toy Box is.



Chapter 4: Trials in the Toy Box

The innocent-looking shygus are holding another Star Spirit captive in the Toy Box. To free the spirit you must brave the dangers of the Toy Box and accomplish several side quests to boot.

1. Shyguy's Toy Box



Shyguy's Toy Box is actually a neat level. Mario and his crew are shrunk down to miniature toy-sized paper dolls and sucked into the Toy Box. To progress, you must find certain items that the shygus have stolen and return them to their rightful owners in Toad Town. In return, Toad Town members will grant you access to specific items that will allow you to continue exploring in the Toy Box.

- ★ From the entrance, take the door on the left and follow the hallway down.
- ★ Fight Anti Guy in the hallway for a Power Plus badge (Lullaby works well here) and continue on down the hall to reach a large room.
- ★ Fight the shygus in this room to score some items—including Rowf's calculator and some cake mix which you will need later.
- ★ Return to the starting point and take the right hallway next.
- ★ Look for a Star Piece behind the gold box in the hallway, then nother on top of the roof of the second blue building (use Parakarry to reach it).



- ★ Look for a treasure chest on the far side of the room. The chest contains the Storeroom Key that was stolen from Harry's Shop.
- ★ Return the Storeroom Key and gain access to the Storeroom as a favor for returning the key. Grab the Toy Train from inside.
- ★ Return to the Toy Box and toss the toy train into the Toy Box.
- ★ Stomp on the pink button near the train station, then hop on the train.
- ★ Open the treasure chest to the right of the pink station to snag the missing Mailbag, then take the door on the west wall to a long hallway.
- ★ Grab the Defend Plus badge from the treasure chest at the top-left corner of the hallway.
- ★ Stand by the right side of the revolving door and wait for a shyguy to come out. When the door opens, run in the right side and continue moving east down the hallway.

- ★ Snag the Ice Power badge from the chest just past the glass-encased walkway.
- ★ When you reach the end of the hallway, pick up Tayce T's Frying Pan and a Thunder Rage.
- ★ Return to Toad Town and present Tayce T with her Frying Pan. Take the cake that she bakes for you; you will need it later.
- ★ Return the Mailbag to the post office to snag a Star Piece.
- ★ Head back to the Toy Box and take the train to the pink station again.
- ★ Take the left door near the pink station and head down the hallway.
- ★ Meet Gourmet Guy at the end of the hallway and give him the cake that Tayce T made in order to pass to the other side. Don't forget the Cookbook!
- ★ Follow the hallway back along the opposite side to reach the pink station.

- ★ Pull the pink lever near the station; this will allow you to reach the green station.
- ★ Make your way back around to the pink station.
- ★ Hit the green button and take the train to the green station.
- ★ Take the only exit you can out of the room (east door).
- ★ Make your way along the treadmills (using Bow to turn transparent so you can get through the gate) and fight the group of shygus to get the Mystery Note.
- ★ Continue down the hallway past the slot machine, then onto the moving blocks. Use Parakarry to make your way across and grab the dictionary.
- ★ Leave the Toy Box once again and head to Russ T.'s house in Toad Town.
- ★ Have Russ T. decipher the Mysterious Note, then head back into the Toy Box one more time.
- ★ Make your way back to the green station and hit the blocks in this order: yellow, green, red, blue.



- ★ Hop the train to the red station next.
- ★ Save your game, then head for the left tunnel first.
- ★ Upgrade one of your characters with the Super Block, then continue down the hall and into a dark room to meet Big Lantern Guy.

Boss: Big Lantern Guy

Big Lantern Guy hates the light; he wants you to join him in eternal darkness! Have a party member hit the lantern to light up the room, then use your strongest attacks while the lights are on. Big Lantern can't be targeted in the dark, so you must repeat this process over and over to wipe out his HP which starts at around 40. Since there is a HP refill box near the red station, don't worry about using up your FPs early. Watch out for the lantern attack; try your best to defend yourself and have Mario constantly attack Guy while your partner attacks the lantern.

"Don't let the lanterns catch you! You'll be a fatty!"



- ★ Once the battle is over, smash the lantern to release Watt, then head back to the red station and take the right exit from there.

- ★ Follow the path all the way down into the last room (picking up any items on the way) to meet with General Guy.

Boss: General Guy

General Guy does what any smart general would do: let his troops fight the battle for him first. You have to deal with a whole slew of shygus before you can face the General himself. Take out both sets of shygus with a simple hammer shot or two—and try to avoid as many of their attacks as possible by pressing the A button repeatedly. When the shyguy infantry has been defeated, El General shows himself...but he calls two stilt guys in for backup. Each stilt guy has 7 HP, so attack them first. If you find yourself getting low on HP, use a Super Mushroom or two. When the stilt guys are defeated, the General calls in the secondary forces: shy stacks. The shy stacks have 10 HP each, so its best to double up on one at a time in order to save yourself some HP. When the shy stacks are defeated, you will face the General himself. General Guy will rely a lot on his vehicle—and the light bulb that is attached to it can cause major damage, so target the bulb first. General Guy has around 30 HP; once his vehicle is decommissioned, though, he's pretty much a pushover. To hit him, you need attacks that will penetrate the armor of his vehicle such as a hammer attack or Bombette's Bomb attack.

"END OF CHAPTER!"



- ★ Once General Guy is defeated, you will free another Star Spirit.

- ★ Once again you will take over as Peach.
- ★ When you reach the main hall, take the southeast door to reach the dining hall. Talk to Gourmet Guy and he'll give you the key that opens the southern door in the main hall. Go there now to reach the first floor.

- ★ Take the door along the east wall first to find a Last Stand badge, which you can put in the trunk on the second floor so Mario can pick it up later.

- ★ Head out of the room and take the door just to your left to reach the kitchen. Follow Twink's instructions to make a cake, then feed it to Gourmet Guy to learn about Lavalava Island.

2. Toad Town

Take control of Mario again and stock up on any needed supplies, then head over to the Toad Town port and talk to Kolorado near the water.

★ Walk out onto the pier, stand on the back of the whale and perform a Spin Jump to get the whale's attention.

★ The whale can help you get to Lavalava Island, but only if you journey inside of his belly and get rid of his bellyache.

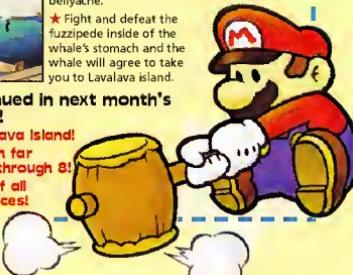
★ Fight and defeat the fispide inside of the whale's stomach and the whale will agree to take you to Lavalava Island.

To be continued in next month's
TIPS & TRICKS!

★ On to Lavalava Island!

★ Walkthrough for Chapters 5 through 8!

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by Pat Reynolds

METAL SLUG X

Originally released in arcades and at home on the Neo-Geo game system, the Metal Slug series continues the legacy started in such classic games as *Contra* and *Ikari Warriors*. Although the original *Metal Slug* was released for the PlayStation in Japan, *Metal Slug X* is the first game in the series available for this system in the U.S. The game is an upgraded version of *Metal Slug 2*, with some new enemies, bosses and weapons. Since *Metal Slug X* is a straightforward action game, there's no need for a walkthrough. This guide will help you uncover all of the hidden bonus points and P.O.W.s throughout the game.

WEAPONS

Weapons appear throughout your adventure in one of three ways. You'll get them from freed P.O.W.s, which is the most common method, or they'll appear after defeating some enemies. They also sometimes appear on the ground (usually during boss battles). Each of these weapons has limited ammo, but you can increase the ammo count by picking up multiples of the same weapon type or finding ammo items. You cannot carry more than one weapon at a time (except for knife/kick and grenades, which you always have).

Knife/Kick

You'll automatically attack with your combat knife or boot when standing directly beside the target. This is very useful for untying P.O.W.s without wasting special weapon ammo.



Pistol (Ammo: unlimited)

The standard sidearm is useful for fighting off infantry, but more powerful weaponry is recommended for the bosses and other large vehicles.



Bombs (Ammo: 10)

You'll automatically have a supply of 10 bombs with each life, and you can increase this number by picking up bomb items. Often overlooked, bombs can be your best resource when used wisely. They can be arced over obstacles to hit entrenched enemies...and they "fall through" floors and other barriers to hit enemies below you. Don't worry too much about conserving bombs, either; they refill each time you lose a life.



Fire Bombs (Ammo: 10)

This lets you upgrade standard bombs to fire bombs, which cause an area effect blast that can hit multiple targets over a wide space. Note that obtaining the fire bombs adds 10 to your total bomb supply, and converts all of your bombs to fire bombs until they run out or you lose a life.



Heavy Machine Gun (Ammo: 200)

The most common special weapon; you'll get one of these every time you continue, and they seem to appear with much greater frequency than the other weapons in the game. A useful weapon, it fires a stream of high-powered bullets (similar to the guns on the vehicles) that can cut through infantry and smaller vehicles like a hot knife through butter.



Laser (Ammo: 200)

A powerful laser that cuts across the screen and inflicts high damage on targets. It does not penetrate multiple targets. Also look for the Super Laser in later levels, which is similar to the Laser but with a wider beam and higher damage-dealing ability.



Flame Shot (Ammo: 30)

This short-range fire weapon ignites any enemy it touches and can simultaneously torch groups of enemies.



Shotgun (Ammo: 15)

This is one of the best weapons in the game, despite its short range. The shotgun blasts through multiple enemies instantly, inflicting massive damage. Excellent for taking out large groups of enemies.



Iron Lizard (Ammo: 30)

Fast missiles on wheels that race along the ground. The Iron Lizard is a powerful weapon, but for obvious reasons it's only useful against ground-based enemies on the same plane as you. Luckily, it tends to pop up in situations that lend themselves well to its destructive properties.



Drop Shot (Ammo: 15)

Fires bouncing balls of destruction. They travel along the ground and are best for clearing out large groups of enemies clustered together.



Rocket Launcher (Ammo: 30)

Slow but powerful, the rockets are ideal when facing heavy armor and bosses.



Enemy Chaser (Ammo: 30)

Less powerful but faster than standard rockets, Enemy Chasers "home in" on any onscreen enemy and take them out.

STATUS AILMENTS

Mummified

Getting hit by any of the mummy gas attacks results in this ailment. Mummification causes your character to move slowly, lose any special weapons currently equipped and lose the ability to attack with the knife or kick. Getting hit a second time by the mummification attack will kill the character. Pick up a bottle of elixir to cure this condition.



Big

Picking up too many "food-stuff" items results in this ailment. Your character instantly becomes overweight and slows down.

However, any special weapons you are carrying get powered up for the duration of the weight gain as well. How do you cure this ailment? Walk it off, big guy...or grab a diet drink dropped by a P.O.W.!



MISSION 1



At the very start of the level, fire at the ground under the arrow sign to uncover a point item.



This triple missile launcher is the mid-boss of the first stage. Concentrate on one turret at a time and keep an eye on the missiles it fires. In a two-player game, have one player take out its missiles while the other attacks the turrets. After it's destroyed, fire into the opening in the middle of the rubble to reveal a bunch of point items.



Shoot at this camel to get some more point items. Then fire up into the second-story window of the building in the background to get some more points. Just past the Metal Slug, fire at the window of the building for another point item.



Boss!

The first boss is pretty easy. Avoid the arcing shots and wait for it to rise up on its legs. When it lifts up and reveals its belly turret, take it out quickly and you'll free three hidden P.O.W.s! Stand underneath the boss and fire up to finish it quickly. If you still have the Metal Slug or Camel Slug, you'll make short work of the boss this way. You can also unload all of your bombs while standing over the boss for guaranteed hits.



VEHICLES

Throughout the game, you'll come across a variety of vehicles that can be used to fight through the enemy lines. Vehicles have a number of advantages. They can take multiple hits before being destroyed, they have unlimited heavy machine gun-like weapons and powerful secondary weapons...and they're just plain cool.



SV-001/II "Metal Slug"

This compact tank bears a striking resemblance to the "Bonaparte" tank driven by the main character in Masamune Shirow's manga and anime series *Dominion: Tank Police*. It's slow, but packs a 360° rotating machine gun and a cannon that can arc high-powered shells across the screen.



SV-F07V "Slag Flyer"

Highly maneuverable, the Slag Flyer has a load of missiles, which are great for taking out enemy planes.



SV-X5D "Slagnoid"

This mech-like walker has two machine gun arms which can be destroyed by enemy fire, making it the weakest of the game's vehicles. Once both arms are gone, you'll have to bail out in order to continue the battle. Its cannon fires down, creating a spread-effect fire wall along the ground; great for groups of enemies.



SV-CAMEL "Camel Slug"

The camel is a unique vehicle. While it has the standard rotating machine gun attachment, it has no cannon. Instead, your character throws regular bombs. Also, this vehicle can't be destroyed by enemy fire; it doesn't take hits for you like the others. You'll lose a life if hit while riding the camel, but the camel will stay around and can be re-boarded.



Shoot the left eye of the Sphinx to grab a point item. You might want to do this before freeing the P.O.W. and collecting the Laser, so you don't waste ammo.



Grab the teddy bear from atop the TNT barrel before you destroy it and you'll earn a cool 5,000 points.



Inside the mines, hang around the miners and they'll unearth some points for you. Also, shoot down the bats and some of them will become items.



After fighting off the first batch of mummies, enter this opening to free a hidden P.O.W. Then, while fighting up the sandy pathway, look for another sphinx in the background and shoot its eye to get a gem.



Hit this corpse and it will hold up a 50,000-point gem! Grab it fast and then get away; the corpse is booby-trapped with dynamite!



Let the mummy dogs mummify this explorer, then destroy him to get another gem, this time with a random point value up to 30,000 points. Just above this area, quickly grab the treasure chest for another big point bonus—but do it fast or the boulder will bury you and the treasure.



Near the end of the level, shoot the statues and the signposts to reveal hidden coins! Also, look for the carving of an eye on the wall and shoot it for a bunch of gems!



Boss!

This fight is easy with the stagnoid. Fire all of your cannon shells into the robotic monster's mouth, then continue to pummel it with machine gun fire. If you lose the stagnoid, just keep jumping and firing downward. Occasional Rocket Launcher icons will appear to help you out. When you see energy collecting in the boss' mouth, get to the far left or right edge; it's about to fire a massive plasma beam!



MISSION 3



There are a few hidden items near the beginning of this stage. First, shoot all of the crates on the ground for some points, then use your knife to slash up the body of the sunbathing soldier to reveal another point item. Fire at the railroad light to free a hidden P.O.W.

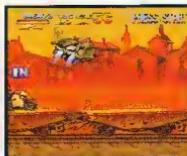


Wait for the tank to fully explode after destroying it; it will reveal a Heavy Machine Gun.

Destroy the locks on the livestock cars and grab all of the pigs to get Big. Note: You can fire up through the roof of the cars to take out enemies with mortars from below. When you reach the train engine, fire into the conductor's station to reveal some more point items.



Destroy the tanks that drop from the mid-boss (which was originally the end boss of Mission 1 in Metal Slug 2) before they hit the ground and you'll get weapons.



Just before the boss, you'll get the choice of either a Metal Slug or a Slag Flyer. Either one does the job nicely; I prefer the Slag Flyer because it seems to have an easier time dealing with the enemy fighters you'll have to destroy just before the boss.



Boss! This crablike tank has different attacks that it will use if you are riding the Slag Flyer. Unleash all of your remaining missiles and avoid its spread bullet attacks. If you lose your vehicle, try to stay to the left edge and avoid the flamethrower attack. Rumi (the girl with the backpack) and random P.O.W.s will appear occasionally to load you up with Heavy Machine Guns.

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MISSION 4



Destroy this truck at the start of the level to reveal a hidden P.O.W. Also, the enemy tanks will give you Heavy Machine Guns if you wait for them to explode after the commander climbs out and runs away.



Shoot the building signs to destroy the structures and get food items to become Big.



During the second half of the stage when the UFOs attack, destroy the buildings and walkways to reveal more food items.

**Boss!**

This massive battleship is loaded with guns, but the only one that you have to worry about is the giant turret that appears near the front. The others fire slow-moving, arcing projectiles that are easy to dodge. Each time the turret fires, the spent shell casing will drop along with the live round. The casings cannot hurt you, so disregard it and concentrate on avoiding the shells. Bombs work great against this boss—target the turret and fire away!

MISSION 5



Destroy the taxi to the left of your starting point to get a Laser. Destroy the vehicles along the street to get items. The HOG trucks will fill you full of foodstuff and make you Big.



Shoot at the street sign just past the Metal Slug to free two hidden P.O.W.s. After destroying all of the enemy helicopters, hang around and a Rocket Launcher will drop out of the sky.



Inside the train tunnel, shoot at the light-posts to release hidden P.O.W.s.



Turn the cranks on the boxes throughout the underground installation to release weapons and Slagnoids from the ceiling.



There's another P.O.W. in the ceiling in the area of the stairs. He'll hand out a rocket launcher, which is very useful for dealing with the tanks up ahead.

**Boss!**

This boss is pretty easy if you manage to get it with a Slagnoid and intact machine gun arms. Fire all of your cannon rounds at the submarine and pound it with machine gun fire. Outside of a vehicle, you'll need to avoid its shots while jumping around and firing downward.

**FINAL MISSION**

You'll find enough food items hidden in the sign to the left of the start point to get Big.



Fire at the fence with the "21" sign to free a hidden P.O.W.



There's another hidden P.O.W. inside the arrow marker just before the warped bridge.



Here's a blast from the past—this machine gunner mid-boss first appeared in the original *Metal Slug* (as the mid-boss of Mission 3). There's a nifty secret after beating him in this game: You can grab his dropped weapon to get a Heavy Machine Gun!



Destroy the control booths attached to the ceiling throughout this area for hidden weapons and items.



You'll face aliens here for the first time (out of their saucers, that is). Although their projectiles home in on you, you can destroy them.



There's a P.O.W. hidden in the ceiling of this area. Fire at the ceiling to release him.

**BONUS!**

After beating the game, you'll unlock an option called "Another Mission" from the main menu. Here you'll find a number of challenging mini-games designed to challenge your platform gaming reflexes. Some of the challenges include negotiating tricky jumps while avoiding enemy grenades and protecting a baby from waves of aliens. Clear enough of these challenges and you'll unlock new ones; see how far you can get!

Boss!

This is it—the final boss. First you'll have to take on a flying orb that releases alien saucers and occasionally fires a laser blast at you. The building to the left can give you the height advantage you'll need to lob bombs at the boss. Keep at it and the main body of the alien ship will appear. Faced with a threat from beyond the stars, the enemy soldiers will now team up with you and fight against the boss. Ignore them and use the same strategies on the mothership, jumping off the building to the left and hitting it with bombs. Stay away from its laser beam when you see it charge up, and take out the saucers as quickly as possible; they are the biggest threat.



by Charlotte Chen



A skull crawling with maggots fills the screen, ominous orchestral music vibrates in the background, then... smash! With a crescendo, a horse's hoof smashes it into projectile bone fragments and spraying blood. The camera zooms out to reveal a huge battlefield full of soldiers spearing, stabbing and otherwise mutilating each other in a jaw-dropping demonstration of six-person simultaneous motion capture, an innovation that pushed Capcom over the top to win the "Best of Show" award during last year's Siggraph computer graphics expo (against competition that included *The Matrix*). *Onimusha* is chock-full of CGI goodness, interesting enemies, challenging puzzles and magical weapons. Its engrossing story is based on real Japanese history, with crazy monks, demons and a soul-sucking Ogre gauntlet thrown in for good measure. [Note: This is just a personal aside, but the English voice-acting just doesn't capture the same amount of drama as the Japanese. If you are an English-speaking person who is bothered by such things, you have the option of turning on Japanese voice-acting with English subtitles. Unfortunately, the CGI movies won't have subtitles in this mode, but the regular game and cutscenes will.]

BASIC ENEMIES

**Katana Ashigaru**

A slow-moving skeleton wearing a red hat. Uses swords and bows.

**Three-Eyes**

An agile blue-suited ninja with three glowing green eyes. They can leap great distances.

**Dark Spider**

An enhanced Three-Eyes. They can create illusions of themselves and throw projectiles.

**Long Arm**

A tall samurai in red armor with long reach.

**Dark Armor**

An enhanced Long Arm, holding a shield.

**Bazoo**

These boar-like demons emerge in flames, sometimes rolling to attack. Also uses machetes.

**Bala Bazoo**

A bull-like demon that uses an axe. Very powerful, but slow.

**Sharuka**

Ant-like demons that attack with their legs.

**Galarr**

A collection of floating blue skulls that like to suck up demon souls.

Note:

Some Mini-Bosses you encounter become basic enemies after you defeat them.

CHARACTERS

SAMANOSUKE AKECHI



If this guy looks familiar, it's because he was modeled after actor Takeshi

Kaneshiro... and the resemblance is quite striking. Samanosuke's most important equipment is the gauntlet of the Ogres, which he uses to suck up demon souls (think *Soul Reaver*). He also uses three edged weapons—Raizan (Thunder Sword), Enryuu (Fire Sword), Shippuu (Wind Sword)—plus a bow and a gun.

Magic Attack



Samanosuke can perform an elemental attack depending on the type of orb equipped to his gauntlet, as long as there's enough energy in his magic gauge. If you run low on one type of magic, switch weapons. Even unequipped weapons can regain magic if you suck up some blue souls.

Stabbing Attack

Run up to an enemy that's on the ground and press the Attack button repeatedly. Samanosuke will finish them off with a downward stab through the chest.

Strong Attack

Sometimes Samanosuke will perform a more powerful attack that kills in one hit. This depends on timing your attack so that it's executed a fraction of a second earlier than the enemy's.

Soul Sucking

There are three colors of demon souls: pink, yellow and blue. Yellow increases your health, while blue increases your magic. The pink ones can be saved for item enhancement.

KAEDE



A female ninja you control through parts of the game. She can throw Kunai at opponents, pick locks and perform the same melee attacks as Samanosuke, including the Strong Attack and the Stabbing Attack. She cannot use magic, a bow, a gun or suck up demon souls.



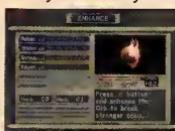
ENHANCEMENTS



If you collect enough demon souls in your gauntlet, your items can be enhanced at a Magic Mirror. The orbs need to be increased in level if you want to pass through a door with more than one seal; for example, to get through a door with two blue seals, your Thunder Orb needs to be at least Level 2.

**1. Herb → Medicine**

[Note: Save up your Herbs so you can turn them into Medicines, which are much more useful.]

**2. Normal Arrow → Fire Arrow****3. Bullets → Burst Bullets****4. Raizan L1 → Raizan L2 → Raizan Max****5. Shiden L1 → Shiden L2 → Shiden Max****6. Enryuu L1 → Enryuu L. 2 → Enryuu Max****7. Kouen L. 1 → Kouen L. 2 → Kouen Max****8. Shippuu L. 1 → Shippuu L. 2 → Shippuu Max****9. Arashi L. 1 → Arashi L. 2 → Arashi Max**

FLUORITE LIST



Fluorites are glowing blue stones that are scattered throughout the game. They are invisible until you acquire the Vision Staff, so it's easy to bypass them in earlier stages. If you collect all 20 of them, a minigame will be unlocked when you beat the game. They're also listed in the maps and items section that follows, but this is just a quick reference sheet for those of you who don't want to go through a detailed walkthrough.

1. Underground Temple: In the right corner, opposite the cabinet with the Seiryu.

2. South Area: Under pots in a corner of the hallway you enter after defeating Ozric.

3. Keep: First floor, on a shelf next to the stairs, near the chest with the Herb.

4. Keep: Second floor, under the stairs.

5. Keep: On a desk across from Seiryu Vol. 2.

6. Keep Underground: At the end of a hall, lined with encased Long Arms, next to a door.

7. Keep Underground: Inside an iron maiden, the same room as the trick box.

8. West Area: On the ground near the first turn into the area, near the walls with waffle cone exterior.

9. West Area: In the room with the Silver Plate, near a small statue.

10. West Area: Next to the stairs leading to the Sacred Knife.

11. West Area: Under the carts that you can use to crush some Katana Ashigarus.

12. West Area: Near the door with three blue seals.

13. West Area: At the top of a tower.

14. East Area: Next to a boat.

15. East Area: In the room with a Statue of the East. (Accessible by Kaede only.)

16. East Area: In a room you reach with a ladder, next to Genbu Vol. 4. (Accessible by Kaede only.)

17. East Area: In the room with the Decorated Arrow. (Accessible by Kaede only.)

18, 19, 20. Dark

Realm: The Bagworm Man (the guy in green cloth hanging upside-down from the ceiling) can send you here after you use the Evil Plate. There are 20 levels in the Dark Realm, and three of them have a chest containing Fluorite in it. The specific floors they appear on change each time you enter the Dark Realm.





MAPS AND ITEMS

The following maps show the location of every item, answers to all the puzzles, and strategy info on how to defeat the bosses. Since movement through *Onimusha* is basically linear, there isn't a detailed account of how to maneuver through every single area. Most of the time there is only one path possible, depending on your equipment and level, and the next step is obvious.

NANAMAGARI



- Gauntlet of the Ogres**
- Instructions**
- Herb:** Pick it up on the floor outside the cave before heading down the hole.



SOUTH AREA



The answers can be decoded if you collect enough documents, but I'll just give you the answers.

Question: Chant the name of a clan that has been subverted by the demons.

Answer: The clan of the Ogres. [The first, third and sixth symbols]

Contents: Power Jewel. Use it to increase your maximum health.

3. South Area Map: Behind a board.

4. Herb: Save the soldier from the Katana Ashigaru.

5. Use the Rope Ladder to descend.

6. Medicine: In a chest under a crate.

7. Code Box

Question: Which is the equipment that was created by the clan of Ogres in order to destroy the demons?

Answer: The gauntlet of the Ogres. [The sixth, first and fourth symbols]

Contents: Power Jewel

8. BOSS: Ozric

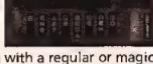
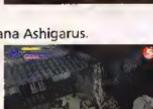
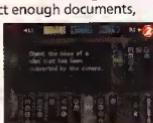
It's the creep who carted off the princess in the beginning. Although his attack takes off a tremendous amount of damage when it hits, it's very easy to dodge. Run up to him and strike him with a regular or magic

1. MagicJewel:

As soon as you exit the Underground Temple, check the grass for a chest with a Magic Jewel. Use it to increase your maximum magic gauge.

2. Code Box:

These are scattered throughout the world, usually next to a Magic Mirror. To increase your maximum magic gauge, rotate the group of four numbers on the left or the right. Rotate the groups in this sequence: Left, Right, Left. For all subsequent trick boxes, I'll just list the sequences.



UNDERGROUND TEMPLE



1. Underground Temple Map

2. Sougen's Note

3. Fluorite: In the right corner of the hallway behind the monk.

4. Seiryu Vol. 1

5. Journal #1: In the chest behind the last vase on the left.

6. Thunder Orb

7. Rope Ladder: In a small alcove sealed in the first of

many trick treasure boxes. These are locked with scrambled numbers that you have to put in numerical order within a set number of moves. Numbers rotate clockwise in increments of four during one move. In this box you get three moves, and can rotate a group of four numbers on the left or the right. Rotate the groups in this sequence: Left, Right, Left. For all subsequent trick boxes, I'll just list the sequences.

attack, then retreat backwards to avoid the arc of his swing.

During the battle, small bits of his soul will leak out, which you can suck in to replenish your health and magic. Near the end of the battle he'll start to "charge," that is, he'll walk slowly toward you with his head down. Dodge out of the way and he'll blunder into a wall. Stab him in the back; repeat until dead (the boss, not you). After he dies, suck up his soul to heal yourself.

9. Journal #2

10. Fluorite: Break the dump of vases in the corner and search the area to get Fluorite.

11. Mini-Boss: Reynaldo
A demon performing an autopsy sics his pet Reynaldo on you. Its tentacles can move long distances underground, so fight it in close quarters. If you cut it in half, it will multiply; hit it with a magic attack and it will disintegrate without multiplying. Even if you're out of magic, Reynaldo stops multiplying after the third or fourth form.

12. Fire Orb: On a pedestal in the upper left corner.



**KEEP**

Return to the large room in the South Area to the door with the red seal and enter the Keep.

1. Keep Map
2. Normal Arrow
3. Journal #3

4. Herb

5. Fluorite

6. Suzaku Vol. 2

7. Trick Box: Left, Right, Left, Right, Right—Bow

8. Power Jewel: Inside a pail on the second floor. Don't cut the rope holding the pail.

9. You can see two soldiers being attacked below. Kill the demons using your bow (you may need to adjust your angle for the one closer to you) and you can get a Magic Jewel and Herb from below.

10. Normal Arrow

11. Fluorite

12. Normal Arrow

13. Byakko Vol. 2

14. Lever Puzzle

a. Samanosuke: Pull the lever in the cage.
b. Kaeche: Pull the right lever.
c. Samanosuke: Pull the left lever.
d. Kaeche: Pull the left lever.

a. Samanosuke: Pull the right lever.

15. Holy Arrow: Pick this up after the traps are deactivated.

16. Candle Puzzle: Light the candles using the Fire Sword.

17. Floor Panel Puzzle: The floor panels are marked with "X," "+" and "0" symbols. When you step on an "X," all the adjacent diagonal panels drop open. If you step on a "+," all the adjacent horizontal and vertical panels drop open. Using Samanosuke and Kaeche, maneuver toward the "0" without causing your partner to fall onto spikes. If they fall through it's "game over," so keep an eye out for where they're standing in relation to what panel you're about to step on. The patterns on the floor change periodically, so there's no set way to move through.

**18. Water Prison:**

Check the wall to find the control board. It's a puzzle made of mixed up metal pieces and two halves of a Saito crest. You need to place the metal pieces of the Saito crest over the image of the crest on the wood underneath. Move the small square pieces down first, then move the right half of the crest over to the center. You should have enough room on the right side to shuffle the pieces from the left over until the left half of the crest can be moved to the center and down. There's a gauge on the left showing how full the water is getting. When it reaches the top, Samanosuke will drown.



19. Pull tab: De-activates traps and lowers a staircase.

**20. L Crest Piece**

21. Journal #4: Slash the wall covering.

22. Power Jewel**23. R. Crest Piece**

24. Red Book: On the corner of the table with all the maps.

25. Use the L. Crest Piece and R. Crest Piece on the door.

26. Fluorite: On a desk opposite the bench holding Seiryu Volume 2.

27. Seiryu Vol. 2**28. Suzaku Vol. 1****29. Normal Arrow****30. Medicine****31. Seiryu Vol. 3****32. Seiryu Vol. 4****33. BOSS: Marcellus Prototype**

This moonlit rooftop battle is one of the most gorgeous in the game. It's also one of the easiest. Start by using magic attacks. You can block all of Marcellus' offensive moves, including the whirlwind attack. If you run low on magic in one weapon, switch to another. When he starts to rush forward with a thrusting attack, hold down R1 and dodge to the side, then attack him from behind.



34. Wind Orb

35. Burst Bullets: In the room where Yumemaru was trapped.

36. Herb: Leave Kaeche and

Yumemaru and return to the first room of the Keep. Save the soldier.

37. Blue Book: Enhance your Thunder Orb to level 2, then go through the door on the first floor of the Keep with two blue seals. It's through the first door on the left when you enter the Keep.

38. Three Orb Gate: Look at the gate three times with a different sword equipped.

39. Evil Door: Use the Evil Plate on it later.



KEEP UNDERGROUND - PART ONE



1. Herb
2. Orange Book
3. Green Book
4. Byakko Vol. 3
5. Keep Underground Map
6. Rosary of Com.: This is on a scale tray underwater at first. Go to the other side and slash the rope with your sword, a weight



will push down the opposite tray and lift the rosary out of the water.

7. Purifier Bell: After you get it out of the chest, large axe pendulums begin swinging. Wait patiently at each axe for a clearing and run through them one at a time.

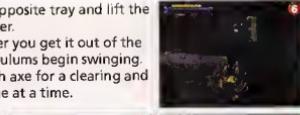
8. Screaming

- Souls Door: Use the Purifier on the door to disperse the souls.

9. Herb

10. White Book

11. Fluorite: At the end of the hall near a door marked with blue ink.



12. Fluorite: Inside the iron maiden.

13. Byakko #4

14. Apocalypse #1

15. Trick Box: Middle, Right, Left—Blue Key. Once you use the Blue Key, a cutscene occurs and control switches over to Kaede.



WEST AREA - PART ONE: KAEDE



You get a Red Key automatically while leaving the Keep. Take the key to the door in the South Area marked with red ink. It's by the gap where you descended with a Rope Ladder to fight Ozric.

1. Herb

2. Soul Absorber: Save the soldier from the Katana Ashigaru.

3. Kunai

4. Code Box

Question: Which is a mysterious place where the clan of Ogres meet?

Answer: The Chasm of Dimensions. [The fifth, seventh and second symbols]

Contents: Magic Jewel

5. Gear

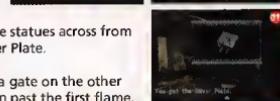
6. West Area Map

7. Herb



8. Journal #5

9. Suzaku Volume 4
10. Trick Shelf: Insert the gear and pull the string.



11. Silver Plate
12. Fluorite: Check the statues across from the chest with the Silver Plate.



13. Byakko #1
14. Pull tab: It opens a gate on the other side of the furnace. Run past the first flame, wait until the middle one dies down, then run all the way across.



15. Gold Plate
16. Herb: Under a crate near the Gold Plate.
17. Use the Gold Plate and the Silver Plate on the inlays for the iron grille.



18. Fluorite: Next to the stairs.
19. Trick Box: Middle, Right, Right, Left, Left—Sacred Knife



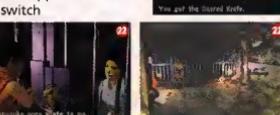
20. Kunai

21. Genbu

Vol. 2

22. Mini-Boss: Boltmand

This demon has the ability to turn invisible, but you can still see a translucent frame of it. Track where it moves, block, then attack when it reappears. After you defeat it you switch back to Samanosuke in the Keep Underground.



KEEP UNDERGROUND - PART TWO



16. Medicine: In a chest next to the magic mirror.

17. BOSS: False Samanosuke

Star Wars, anyone? Samanosuke is framed by a dark cave, entranced by the sight of a creeping beast hulking out to the open that looks just like him. He's fast, use the same methods



of attack and defense and has a powerful projectile magic attack that will knock you flat. There's an easy, though tedious way to defeat him. Stay in a corner and block his attack until you get a chance to perform a magic attack—preferably whirlwind, since it has the biggest circumference. Bits of blue souls float out periodically, so replenish your magic gauge if needed, then repeat. When he dies, the passage leading further in will clear.

18. Evil Plate: Inside a chest in the hallway behind the boss.

19. Wood Ladder: Inside the large chest that (*thank God!*) was not another trick treasure box.

20. Power Jewel: Lying on the ground near the hole...but only if you cut the rope holding the pail in the Keep. If you already got the Power Jewel out of the pail earlier, it won't be there.

Note: When you use the Wood Ladder to climb out of the well, you'll be in the Keep again. Don't use the Evil Plate yet if there's anything in the Keep you still want to pick up. If you go to the save area on the first floor, the weird man wrapped in green cloth will speak to you.



OPTIONAL AREA—BAGWORM MAN TAKES YOU TO THE DARK REALM



The Bagworm Man is a disgusting, possibly half-human/half-demon travesty with the power to send you to the Dark Realm, where you can fight through 20 levels of progressively more difficult enemies. You can speak to him in the Keep or the West Area after you emerge from the Keep Underground. If you survive all 20 floors of the Dark Realm, you can get the Bishamon Ocarina... which you need to get the Bishamon Sword, the most powerful weapon in the game. You must explore this section if you want to collect all the pieces of Fluorite, because three of the pieces are found here. It's also a good place to collect demon souls. The following is a listing of the enemies and items I found on each floor. There may be some slight variations in other games, such as an item being a floor above or below, or some of the enemies being combined differently.



1st—Katana Ashigaru

2nd—Three Eyes

3rd—Katana Ashigaru, Long Arm

4th—Long Arm

5th—Three Eyes, Katana Ashigaru

6th—Bazoo and Fluorite

7th—Sharuka

8th—Bazoo, Galarn

9th—Bazoo, Bala Bazoo and Medicine

10th—Bala Bazoo, Galarn and Fluorite

11th—Reynaldo and Soul Absorber

12th—Reynaldo, Galarn

13th—Sharuka, Reynaldo and Talisman

14th—Boltmand and Herb

15th—Reynaldo, Boltmand and Fluorite

16th—Dark Spider and Herb

17th—Dark Armor

18th—Dark Spider, Boltmand and Herb

19th—Dark Spider, Dark Armor

20th—Bala Bazoo, Boltmand and Bishamon O.

WEST AREA - PART TWO: SAMANOSUKE



23. Burst Bullets: Save the soldier.

24. Fluorite: Near a door with three blue seals.

25. Vision Staff

26. Genbu Volume 1

27. Fluorite: In the first corner, near the walls with waffle cone exterior. (Easier to find when you have the Vision Staff.)

28. Medicine

29. Fluorite

30. BOSS: Owasha

This is the biggest bull-like demon of all. He has several Bala Bazoo surrounding him, so take care of them first by using your whirlwind attack. Don't engage him until you destroy all the Bala Bazoo; that way they won't hinder you during your battle with the big demon, and they'll replenish your health and magic. Owasha has a very large 360° axe swing that will take off a lot of energy. Try to dodge more often than blocking—and attack him with magic often. Switch weapons if you have to, but hitting him several times in close quarters with the whirlwind attack ought to be enough to do him in.

31. Decorated Sword

32. Bullets

33. Statue Head

34. Matchlock: Use the Statue Head on the headless statue to open the gate.





EAST AREA-PART ONE: SAMANOSUKE



After using the Evil Plate on the door in the Keep, leave and head south. The door that was previously barred earlier will be forcibly broken down by Sharuka attacking a soldier.

1. Use the Decorated Sword to lower the barrier.
2. Lower the bridge by shooting the rope out with an arrow.
3. Bullets
4. Talisman: Behind the wall.
5. Journal #6
6. Bullets

EAST AREA-PART TWO: KAEDE

18. Kunai
19. Fluorite
20. Herb
21. Apocalypse #2
22. Normal Arrow
23. Kunai
24. Fluorite
25. Genbu Vol. 4
26. Suzaku Vol. 3
27. Herb
28. Fluorite
29. Trick Box: Left, Left, Middle, Right, Right, Middle, Middle—Decorated Arrow
30. Great Arrow: Pick it up and replace it with the Deco-rated Arrow.

31. Green Key: After getting the key from the chest, save your game, then go through the door marked with green ink and take a boat to the building Samanosuke is in. After a cutscene, you'll switch back to him in the midst of a boss battle.



7. Genbu Vol. 3
8. East Area Map
9. Bullets
10. Magic Jewel
11. Power Jewel
12. Fluorite
13. Soul Absorber
14. Trick Box: Bottom Left, Upper Right, Bottom Right, Bottom Left, Bottom Right—Great Armor
15. Code Box

Question: Which is a container that can be used to fill the gauntlet with souls?

Answer: Dragon Orb [The third and sixth symbols]

Contents: Magic Jewel

16. Fluorite

17. Great Bow: After you pick this up, a cutscene occurs and you switch over to Kaede.

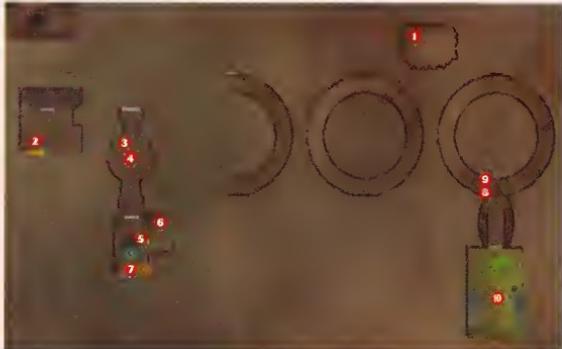


EAST AREA-PART THREE: SAMANOSUKE

32. BOSS:
Hecuba

Throughout the fight, Sharuka keep climbing out of the water. Use Whirlwind to knock her low enough to strike her a few times with your sword. Stay back and block without worrying too much about the Sharuka. She will sometimes slay them for you, since her attack is indiscriminate. Also, she screeches "Die!" right before she attacks you, so it's easy to know when to block. After you defeat her, a cutscene occurs and Samanosuke and Kaede will return to the Keep. It's time to go through the gigantic evil blue door and face the last boss.



DARK REALM

1. This is the area that the Bagworm Man teleports you to. You can only access it through him.

2. Use the Great Bow to break the seal in front of the evil entrance.

3. Medicine

4. BOSS: Marcellus

This is a more complete version of the boss you fought on the roof of the Keep. It has an unblockable downward slicing attack. There are two stages; the initial onslaught consists of primarily magic attacks and the same forward thrusting motion you saw earlier. After you hit him enough times, he'll switch to fast mode.

Attack with magic—switching weapons if you run out of energy—and block. Try to attack him right before his image starts to blur as he prepares to rush you.

5. Use the Bishamon Ocarina at the strange part of the wall.

6. Bishamon Sword

7. Dark Realm Map

8. Medicine

9. Medicine

10. FINAL BOSS: Fortinbras

If you have the Bishamon Sword, all you have to do is slash him repeatedly, making sure he doesn't grab you. Attack his body; when it sustains enough damage, he will lower his head so you can strike him in the eye. However, if you do not have the Bishamon Sword, this is the hardest and most frustrating battle you'll fight. The following lists the attacks that he'll use against you:

- a. Flame: He breathes a column of fire that sweeps back and forth across the whole room. You can avoid this if you move all the way back and stay in a corner, moving from side to side if the fire starts to sweep towards you. You

can see flames start growing in his mouth a few seconds before he shoots.

b. Thunder:
Large pink balls float overhead and shoot electricity downwards.

There's a brief lag between the balls floating and executing their attack, so check to see where the pink dots appear on the floor and get out of the way.

c. Laser: A long laser beam shoots out of his eye, which you cannot block. Hold down R1 and dodge from



one side of the room to the other until he stops. You can tell he's about to shoot a laser because blue and yellow electricity will play around his head.

d. Grab: If he grabs you, you're going to die. Don't stay too close to him.

e. Thunder/Laser or Thunder/Grab: These attacks are sometimes combined. After finding a safe spot on the ground from the thunder, dodge left or right to avoid his follow-up attack. Stay on the defensive and dodge his attacks as much as you can. When you see an opening, rush forward and slash him, or hit him with magic until he lowers his head and you can hit him in the eye. I don't recommend using the bow or matchlock, since they're too weak and you can't block when they're equipped. After you hit him in the eye about a dozen times, he'll finally succumb.

**SPECIAL FEATURES**

Capcom specifically asked us not to reveal the top-secret features which are unlocked after you beat the game...but since a number of less-scrupulous gaming news sources have already leaked the information, we figured there was no harm in a little "sneak peek":

Special Trailer

This is a grainy, black-and-white film that's actually a teaser for a future Capcom game.

**Samanosuke Extra**

You'll have the option of choosing Normal or Extra when you start a new game. If you choose Extra, Samanosuke will wear a very unusual costume throughout the game, even in the cutscenes. Also, the gauntlet of the Ogres in this mode looks like a flower.

Oni Spirits

This mini-game will be unlocked if you beat the game with all 20 pieces of Fluorite collected.



SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section.

The purpose of Select Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick!" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



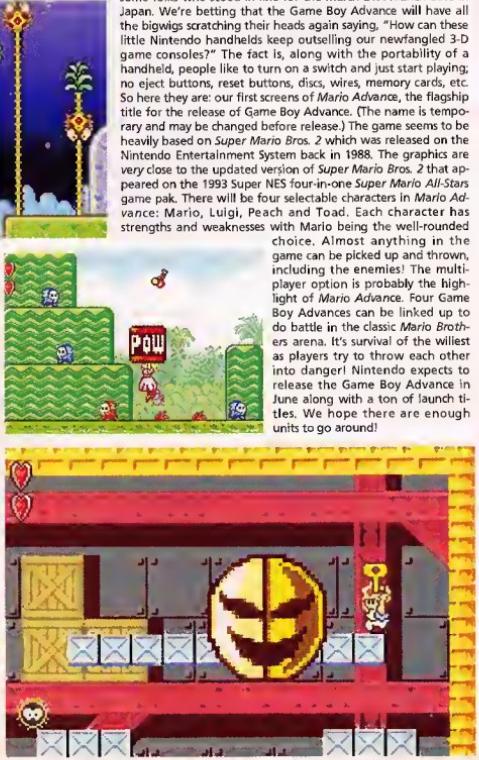
Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



MARIO ADVANCE

Nintendo • Summer • 1 Player



If you thought the release of the PlayStation 2 had people degenerating into wild animals last fall, wait until the Game Boy Advance launches this summer! Odds are that by the time you read this, the Game Boy Advance will be in the lucky hands of some folks who stood in line for the March 21st launch date in Japan. We're betting that the Game Boy Advance will have all the bigwigs scratching their heads again saying, "How can these little Nintendo handhelds keep outselling our newfangled 3-D game consoles?" The fact is, along with the portability of a handheld, people like to turn on a switch and just start playing; no eject buttons, reset buttons, discs, wires, memory cards, etc. So here they are: our first screens of Mario Advance, the flagship title for the release of Game Boy Advance. (The name is temporary and may be changed before release.) The game seems to be heavily based on Super Mario Bros. 2 which was released on the Nintendo Entertainment System back in 1988. The graphics are very close to the updated version of Super Mario Bros. 2 that appeared on the 1993 Super NES four-in-one Super Mario All-Stars game pak. There will be four selectable characters in Mario Advance: Mario, Luigi, Peach, and Toad. Each character has strengths and weaknesses with Mario being the well-rounded choice. Almost anything in the game can be picked up and thrown, including the enemies! The multiplayer option is probably the highlight of Mario Advance. Four Game Boy Advances can be linked up to do battle in the classic Mario Brothers arena: it's survival of the willest as players try to throw each other into danger! Nintendo expects to release the Game Boy Advance in June along with a ton of launch titles. We hope there are enough units to go around!



TOKYO XTREME RACER ZERO

Crave • 2nd Quarter • 1-2 Players



The popular law-breaking racing game jumps from the Dreamcast to the PlayStation 2. *Tokyo Xtreme Racer Zero* sticks to the same formula of *Tokyo Xtreme Racer* and *Tokyo Xtreme Racer 2: Speed* around Shuto Express-

way and harass other thrill-seekers into racing you for money. The cars are all based on actual models, but with fake names so the developers could avoid licensing costs. The gameplay is absolutely unchanged from the rest of the *Tokyo Xtreme Racer* series, but the graphics have definitely gone through a major upgrade for the PlayStation 2. The replays are especially cool to watch as buildings, street lights and tunnel signs gleam off the polished exteriors of the cars. A special DVD is planned to be included that features a documentary about the real-life Japanese illegal street racers that the game is based on (see *Japan Report*, October). With over 400 rivals, 150 unlockable cars, 110 different wheels and over 70 different part upgrades, auto fans will get plenty of mileage out of this sleek new title.



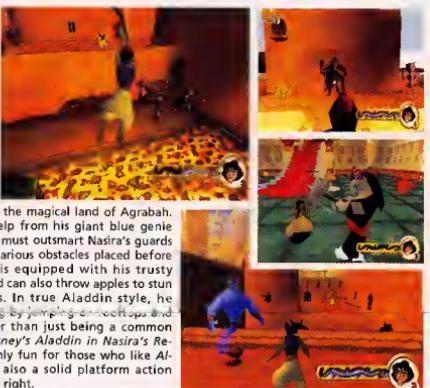
DISNEY'S ALADDIN IN NASIRA'S REVENGE

Sony • Available Now • 1 Player

After the 1992 Disney classic—and two straight-to-video sequels—the PlayStation continues the exploits of Disney's beloved Aladdin. In *Nasira's Revenge*, Nasira is plotting to bring her evil brother, Jafar, back from the Netherworld so he can rule the world of Agrabah. She has secured a sacred artifact that can bring people back from the dead and only Aladdin can get between her and her diabolical deed. Joined by his friends—Abu the monkey and Jasmine the princess—Aladdin



sets out to find Nasira and try to save the magical land of Agrabah. With a little help from his giant blue genie friend, Aladdin must outsmart Nasira's guards and solve the various obstacles placed before him. Aladdin is equipped with his trusty broadsword and can also throw apples to stun his opponents. In true Aladdin style, he gets around by jumping on rooftops and canopies rather than just being a common pedestrian. *Disney's Aladdin in Nasira's Revenge* is not only fun for those who like *Aladdin*, but it's also a solid platform action game in its own right.



RUN LIKE HELL

Interplay • 4th Quarter • 1 Player

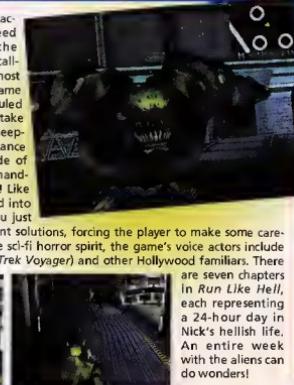


disturbing game ever to hit a console. The premise of the game is inspired by the *Alien* movie series where humans get mauled by calculating, predatory creatures from outer space. You take on the role of Nick, an exiled soldier toiling away at a deep-space mining colony. One day he returns from a surveillance mission and finds the whole colony massacred by a horde of aliens. Nick must survive this harrowing ordeal and single-handedly save humanity by exterminating the whole alien race! Like the title implies, *Run Like Hell* isn't all about pumping lead into everything that comes out of the shadows; sometimes you just have to, well...run. Different situations will call for different solutions, forcing the player to make some carefully planned decisions along the way. In keeping with the sci-fi horror spirit, the game's voice actors include Lance Henriksen (*Aliens, Millennium*), Kate Mulgrew (*Star Trek Voyager*) and other Hollywood familiarities. There

are seven chapters in *Run Like Hell*, each representing a 24-hour day in Nick's hellish life. An entire week with the aliens can do wonders!



Run Like Hell is a horror action game that may need diapers included in the packaging. Interplay is calling it the scariest and most



PS2

MTV MUSIC GENERATOR 2

TIPS & TRICKS

Codemasters • May • 1 Player

MTV Music Generator for the PlayStation is one of those hidden gems; if you are any kind of music fan at all, you know that it's an astonishing piece of software. The follow-up, *MTV Music Generator 2*, takes the original song-crafting tools and charges it up with more power by using everything the PlayStation 2 has to offer. As you know, *MTV Music Generator 2* is more of a music program than it is a game, but it is put together in such a way that almost anybody with a sense of groove can compose a catchy tune. The first *MTV Music Generator* was very versatile, but it's little more than a novelty when compared to the sequel. *MTV Music Generator 2* is practically a state-of-the-art music sequencing program! Whether you're into rock, pop, house, trance, soul or hip-hop, you will be able to choose from thousands of riffs and pre-recorded samples that fit your vernacular. The features list of *MTV Music Generator 2* might as well be describing a recording studio for Quincy Jones: 48 audio channels, "on the fly" real-time riff editing, real-time generated effects, full DSP Reverb support, sample editing, layered envelope processing, rhythm humanizer and on and on. A video sequencer is also included so you can make your own psychedelic video for your next big hit. Say it together now: "I want my MTV!"

AGARTHA

Sega • Possible in 2001 • 1 Player

Although Sega has officially pulled the plug on the Dreamcast console (see *Japan Report*), over one hundred games are supposedly still in development. No Cliché—French developer who created the under-rated Dreamcast title *Toy Commander*—is busy finishing its next Dreamcast project, *Agatha*. Details are still sketchy, but it looks like *Agatha* is meant to scare the pants off of you. You control a fragile-looking old man named Kirk who seems to be equipped with nothing more than a knapsack and flashlight. It is 1929 and the Romanian town of Agatha has been demolished by an earthquake. An ancient evil is awakened from deep within this sleepy town and threatens to swallow up humanity. Kirk must battle demons and other nefarious creatures as he becomes the fulcrum of the world's fate. As a player you must decide whether to speed up the apocalypse or be a hero. Online features are also planned for *Agatha*, although we're not quite sure at this moment how that will be incorporated. There are plenty of signs that the Dreamcast still lives...

PS2

GAUNTLET: DARK LEGACY

TIPS & TRICKS

Midway • May • 1-4 Players

When we got an early version of *Gauntlet: Dark Legacy* for the PlayStation 2, we were expecting a simple conversion of the arcade game. When we popped it in, however, we were pleasantly surprised by how cool this game is! The game simply looks better than its arcade counterpart and is a pure joy to play. After seeing *Ready 2 Rumble Round 2*, *NBA Hoopz* and *Gauntlet: Dark Legacy*, it's safe to say that Midway has a very solid grip on programming for the PlayStation 2 while many other companies are still struggling to make their games look merely acceptable. The PlayStation 2 version of *Gauntlet: Dark Legacy* will have a few subtle variations on the arcade version. Some of the enemies will be amped up so there will be a clear difference between a regular grunt and a leader. Midway also promises to include tons of secret characters to unlock in the home version, including characters from *Gauntlet Legends*. With over sixty levels and eleven stage bosses, you and your friends are in for a long epic journey. *Gauntlet: Dark Legacy* is a must for PlayStation 2 owners looking for some good old arcade fun!



GIANTS: CITIZEN KABUTO

Interplay • May • 1 Player

gameplay. Giants is the result of over three years of development by the ex-members of the MDK development team from Shiny Entertainment. As in MDK, there are plenty of laughs and bizarre behavior from various characters. During the course of the game, you will control three different species: the Meccaryn, the Delphi and Kabuto. The gameplay is a mix of shoot-'em-up and strategy. The strategy elements involve building huts and keeping your builders, or Smarties, happy. The PlayStation 2 version will focus more on the action side of Giants while simplifying the strategy portion to suit the whims of console players. The graphics will also be much more improved over the PC version with almost 20% more polygons for each character. More save points in the console version will also prevent players from having to start over from the start of a mission. *Giants: Citizen Kabuto* is a very fresh and different style of game with a lush, beautiful world that will immediately suck you in.

One of the most highly-touted PC games of the year is making its way to the PlayStation 2. *Giants: Citizen Kabuto* is actually one of those games that could have been released as a console game first because of its action-oriented



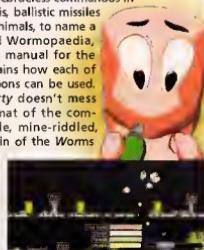
WORMS WORLDPARTY

Titus • April • 1-4 Players



who like to blow things up in style. After a few rounds of the War of the Worms, however, you'll find that simplicity is soon replaced by hardcore strategy. If you want to survive, you'll have to open up a can of whoop-ass rather than just a can of worms. Weapons wielded by the vertebralless commandos include bazookas, uzis, ballistic missiles and suicidal farm animals, to name a few. The included Wormopedia, which reads like a manual for the Grim Reaper, explains how each of the countless weapons can be used. *Worms World Party* doesn't mess with the 2-D format of the completely destructible, mine-riddled, biohazardous terrain of the Worms universe, but it does provide a forum where new and old fans of the series can compete online. It's time to see who's fish bait!

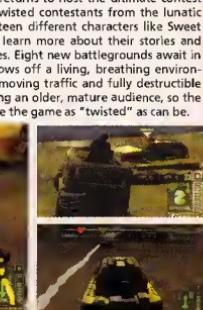
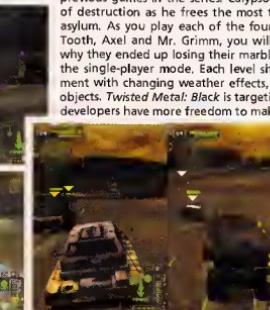
Titus' *Worms World Party* is a deceptively simple strategy game for people



TWISTED METAL: BLACK

UPDATE!

Sony • Possible in 2001 • 1 Player



Sony brings back the same team that created *Twisted Metal* and *Twisted Metal 2* to reclaim the soul that made the series such a success during the early days of the PlayStation. *Twisted Metal: Black* for the PlayStation 2 promises to be dark and disturbing without any of the campy elements of previous games in the series. Calypso returns to host the ultimate contest of destruction as he frees the most twisted contestants from the lunatic asylum. As you play each of the fourteen different characters like Sweet Tooth, Axel and Mr. Grimm, you will learn more about their stories and why they ended up losing their marbles. Eight new battlegrounds await in the single-player mode. Each level shows off a living, breathing environment with changing weather effects, moving traffic and fully destructive objects. *Twisted Metal: Black* is targeting an older, mature audience, so the developers have more freedom to make the game as "twisted" as can be.

Select Games

Select Games

Select Games

GAME BOY ADVANCE

MARIO KART ADVANCE

Nintendo • Summer • 1 Player

Mario Kart Advance is currently a working title for the Game Boy Advance version of this kart racer which needs no introduction. Again, the game looks very similar to the Super NES game that inspired a few hundred kart-racing clones, but we're not sure yet if the courses are exactly the same. Of course, all the power-ups will be the same fun stuff like turbo mushrooms, turtle shells, lightning bolts, etc. The game will support the link cable and will also have mobile phone support. The Game Boy Advance is gonna rule the world!



DR. MARIO 64

Nintendo • April • 1-4 Players

There are hardly any new games coming out for this system so Nintendo has the RX for the Nintendo 64's blues: Dr. Mario 64. It's basically an updated version of the Dr. Mario game which



will also encourage heated challenges amongst friends and family. Mario and Wario will make appearances in the game so expect some hilarious banter from both of them as you battle. There are no needles in the game, so it's okay!

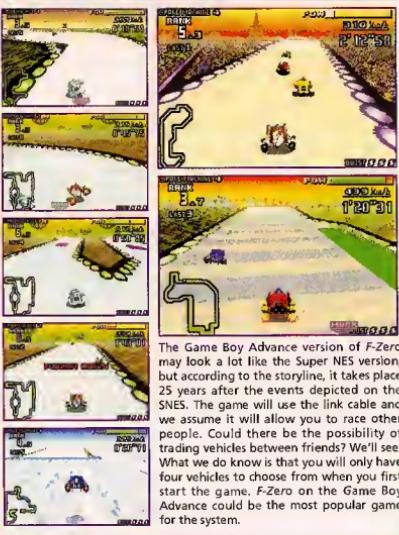
appeared on the NES, SNES and Game Boy. The standard Tetris-style gameplay is enhanced with the extra challenge of wiping out "viruses" with the falling blocks. A four-player option



GAME BOY ADVANCE

F-ZERO

Nintendo • Summer • 1 Player



The Game Boy Advance version of F-Zero may look a lot like the Super NES version, but according to the storyline, it takes place 25 years after the events depicted on the SNES. The game will use the link cable and we assume it will allow you to race other people. Could there be the possibility of trading vehicles between friends? We'll see. What we do know is that you will only have four vehicles to choose from when you first start the game. F-Zero on the Game Boy Advance could be the most popular game for the system.



METAL GEAR SOLID 2: SONS OF LIBERTY

Konami • Possible in 2001 • 1 Player



Here are some new screenshots of Metal Gear Solid 2: Sons of Liberty for you Metal Gearheads who are dying to play a little Solid Snake! Many of the shots here are in-game scenes where you actually control Solid Snake. It looks like Revolver Ocelot will make a return visit, and a new female soldier named Olga will also prove to be a worthy opponent for Snake. The gameplay is very consistent with the Metal Gear Solid series with plenty of back-against-the-wall stealth movement and more cardboard box trickery. A new first-person shooting mode and some added maneuvers should give more depth to controlling Snake. Metal Gear Solid 2 is unquestionably the most anticipated title of the year.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 APRIL

1	Dr. Mario 64	Nintendo
POSSIBLE IN 2001		
2	Eternal Darkness	Nintendo
3	Detective Barbie: The Mystery Cruise	Mattel
4	Dinosaur Planet	Nintendo
5	Mario Party 3	Nintendo
6	Mini Racers	Nintendo
7	Roswell Conspiracies	Red Storm
8	Sin & Punishment	Nintendo

PLAYSTATION APRIL

1	Batman Gotham Racer	Ubi Soft
2	Digimon World 2	Bandai
3	Jimmy White's Cueball 2	BAM
4	Kasparov Chess	Interplay
5	Lego Stunt Rally	Lego
6	Roswell Conspiracies	Red Storm
7	Sesame Street Games	New Kid Co.
8	Simpsons Wrestling	Fox
9	Triple Play 2002	EA Sports
10	V.I.P.	Ubi Soft
11	World Destruction League: War Jetz 3DO	
12	World's Scariest Police Chases	Fox

MAY

13	Alone in the Dark: The New Nightmare	Infogrames
14	Buffy the Vampire Slayer	Fox
15	Inspector Gadget	Ubi Soft
16	Mat Hoffman's Pro BMX	Activision
17	NASCAR Racers	Hasbro
18	Planet of the Apes	Fox
19	Point Blank 3	Namco
20	Seadoo Hydrocross	Vatical
21	Sheep Dog & Wolf	Infogrames

JUNE

22	Arc the Lad: Collection	Working Designs
23	Time Crisis: Project Titan	Namco
POSSIBLE IN 2001		
24	Bomberman Land	Hudson
25	Castlevania Chronicle	Konami
26	Crash Bandicoot 4	Konami
27	Dragon Warrior VII	Enix
28	Eithéa	Atlus
29	Fist of the North Star	Bandai
30	Legacy of Kain: Soul Reaver 2	Edios
31	Mr. Driller 2	Namco
32	Roller Jam	EA Sports
33	Volfoss	Namco
34	X-Men Mutant Wars	Activision

PLAYSTATION 2 APRIL

1	Alone in the Dark: The New Nightmare	Infogrames
2	Cool Boarders 2001	Sony
3	Dark Angel: Vampire Apocalypse	Metro 3D
4	NBA Street	EA Sports
5	Quake III Revolution	EA
6	Roadsters Trophy	Interplay
7	Rock & Roll Racing	Interplay
8	Sled Storm 2	EA
9	Stunt GP	Infogrames
10	Tokyo Extreme Racer Zero	Crave
11	Triple Play 2002	EA Sports
12	Unison	Tecmo
13	WipeOut Fusion	Sony
14	World Destruction League: War Jetz	3DO
15	Zone of the Enders	Konami

MAY

16	Championship F-1 Racing	BAM
17	Commandos 2	Eidos
18	Disney's Jungle Book	Ubi Soft
19	Gauntlet: Dark Legacy	Midway
20	Giants: Citizen Kabuto	Interplay
21	Gran Turismo 3	Sony
22	Herdy Herdy	Eidos
23	Legacy of Kain: Soul Reaver 2	Eidos
24	MTV Music Generator 2	Codemasters
25	Portal Runner	3DO
26	Project Eden	Eidos
27	Star Wars: Super Bombad Racing	LucasArts
28	Ultimate Sky Surfer	Crave

JUNE

29	007 Racing	EA
30	Bloody Roar 3	Interplay
31	Clive Barker's Undying	EA
32	Ephemeral Fantasia	Konami
33	Klonoa 2	Namco
34	Lotus Challenge	Interplay
35	Seven Blades	Konami
36	Top Gun	Interplay
37	The World Is Not Enough	EA

2ND QUARTER 2001

38	Adventures of Cookie & Cream	Agete
39	All Star Baseball 2002	Acclaim
40	F-1 2001	Sony
41	Half-Life	Sierra
42	High Heat Baseball 2002	3DO
43	NASCAR Heat	Hasbro
44	Resident Evil: Code Veronica X	Capcom

**PLAYSTATION 2
POSSIBLE IN 2001**

- 15 One Force AgeteC
- 16 Parappa the Rapper 3 Sony
- 17 Rayman 3 Ubi Soft
- 18 Red Faction THQ
- 19 Rumble Racing EA
- 20 Run Like Hell Interplay
- 21 Seven Konami
- 22 Silent Hill 2 Namco
- 23 Sky Gunner Sony
- 24 Smuggler's Run 2 Rockstar
- 25 Snowboard Heaven Capcom
- 26 Space Channel 5 Sega
- 27 Spin: Sprint Racing Sony
- 28 Spy Hunter Midway
- 29 SSX: DVD Version EA
- 30 Star Wars: Obi-Wan LucasArts
- 31 State of Emergency Rockstar
- 32 Syphon Filter 3 Sony
- 33 Tomb Raider: Next Generation Eidos
- 34 Tony Hawk's Pro Skater 3 Activision
- 35 Twisted Metal: Black Sony
- 36 Ultimate Fighting Championship Crave
- 37 Vampire Night Namco
- 38 V.I.P. Ubi Soft
- 39 Virtua Fighter 4 Sega
- 40 V'Room Interplay
- 41 Wolverine Activision
- 42 Zombie Revenge Acclaim

**DREAMCAST
APRIL**

- 1 18 Wheeler American Pro Trucker • Sega
- 2 Dark Angel: Vampire Apocalypse Metro 3D
- 3 Exhibition of Speed Titus
- 4 Floigan Brothers Sega
- 5 Half-Life Sierra
- 6 IHRA Drag Racing Bethesda
- 7 IIIBleed • Jaleco
- 8 Shrapnel: Urban Warfare 2025 Ripcord
- 9 Soldier of Fortune Crave
- 10 Spider-Man Activision
- 11 Stupid Invaders Ubi Soft
- 12 Woody Woodpecker Racing Konami
- 13 Worms World Party Titus

MAY

- 14 Alien Front Online Sega
- 15 Alone in the Dark: The New Nightmare Infogrames
- 16 Aqua Panic Sega
- 17 Commandos 2 Eidos
- 18 Conflict Zone Ubi Soft
- 19 Dragon Riders Ubi Soft
- 20 Evil Twin Ubi Soft
- 21 Gorka Morka Ripcord
- 22 Legacy of Kain: Soul Reaver 2 Eidos
- 23 Ooga Booga Sega

- | | |
|-------------------------|----------|
| 24 Peacemakers | Ubi Soft |
| 25 Roswell Conspiracies | Redstorm |
| 26 Sonic Adventure 2 | Sega |

JUNE

- | | |
|--------------------------------|----------|
| 27 Heroes of Might & Magic III | Ubi Soft |
| 28 Outrigger | Sega |
| 29 World Series Baseball 2K2 | Sega |

2ND QUARTER 2001

- | | |
|----------------------------------|------------|
| 30 Bomberman Online | Sega |
| 31 Buffy the Vampire Slayer | Fox |
| 32 Daytona U.S.A. Network Racing | Sega |
| 33 Heavy Metal: Geomatrix | Capcom |
| 34 Mat Hoffman's Pro BMX | Activision |

POSSIBLE IN 2001

- | | |
|-----------------------------------|--------|
| 35 1994 The Loop Master | Capcom |
| 36 Agartha | Sega |
| 37 Black & White | Sega |
| 38 Crazy Taxi 2 | Sega |
| 39 Emergency Call Ambulance | Sega |
| 40 Farnation | Sega |
| 41 Fighting Vipers 2 • | Sega |
| 42 Giga Wing 2 • | Capcom |
| 43 Guilty Gear X | T.B.D. |
| 44 Gun Valkyrie | Sega |
| 45 Headhunter | Sega |
| 46 House of the Dead 3 | Sega |
| 47 Jambo Safari | Sega |
| 48 Jet Grind Radio 2 | Sega |
| 49 Mobile Suit Gundam | Capcom |
| 50 Mr. Driller 2 | Namco |
| 51 NappleTale • | Sega |
| 52 Planet of the Apes | Fox |
| 53 Rent A Hero No. 1 • | Sega |
| 54 Seaman 2001 Edition • | Sega |
| 55 Shenmue 2 | Sega |
| 56 Toe Jam and Earl 3 | Sega |
| 57 Virtua Tennis 2 | Sega |
| 58 Wild Riders | Sega |
| 59 World's Scariest Police Chases | Fox |

**GAME BOY COLOR
APRIL**

- | | |
|-----------------------------|------------|
| 1 Batman Racing | Ubi Soft |
| 2 Carnivale | Vatical |
| 3 Frisbee Golf | Vatical |
| 4 Hercules | Titus |
| 5 Jimmy White's Cue Ball | Vatical |
| 6 The Land Before Time | Natsume |
| 7 Matchbox Emergency Patrol | Mattel |
| 8 Monster Force | Konami |
| 9 Portal Runner | 3DO |
| 10 Razor Freestyle Scooter | Crave |
| 11 Rocketts Sleep Over | Mattel |
| 12 Seadoo Hydrocross | Vatical |
| 13 Snoopy Tennis | Infogrames |
| 14 Troubells • | Capcom |
| 15 Toki Tori • | Capcom |

- | | |
|--------------------------------|---------|
| 16 Ultimate Surfing | Crave |
| 17 VR Sports: Powerboat Racing | Vatical |

MAY

- | | |
|---------------------------------------|----------------|
| 18 Barbie Pet Rescue | Mattel |
| 19 Kirby's Tilt 'N' Tumble • | Nintendo |
| 20 Flintstone's Burgerline in Bedrock | Electro Source |
| 21 Mat Hoffman's Pro BMX | Activision |
| 22 Max Steel | Mattel |
| 23 Microsoft Entertainment Pack | Electro Source |
| 24 Microsoft Pinball Arcade | Electro Source |
| 25 Playmobil Hype | Ubi Soft |
| 26 Roswell Conspiracies | Redstorm |
| 27 Sesame Street Sports | New Kid Co. |
| 28 V.I.P. | Ubi Soft |
| 29 Xena | Titus |

POSSIBLE IN 2001

- | | |
|--|----------|
| 30 Alone in the Dark: The New Nightmare Infogrames | |
| 31 Card Heroes • | Nintendo |
| 32 Castlevania II | Konami |
| 33 Command Master | Enix |
| 34 Crusaders of Might & Magic | 3DO |
| 35 Dino Crisis | Capcom |
| 36 The Legend of Starfie | Nintendo |
| 37 Merlin | EA |
| 38 Monster Tactics • | Nintendo |
| 39 Phantom Zona | Nintendo |
| 40 Pocket King | Namco |
| 41 Pokémon Crystal • | Nintendo |
| 42 Robin Hood | EA |
| 43 Star Ocean: Blue Sphere | Enix |
| 44 Tales of Fantasia | Namco |
| 45 Wizardry | AgeteC |
| 46 The World Is Not Enough | EA |
| 47 WWF No Mercy | THQ |
| 48 The Legend of Zelda: Mysterious Seed of Power | Nintendo |

**GAME BOY ADVANCE
POSSIBLE IN 2001**

- | | |
|-------------------------------|----------|
| 1 Bomberman Story | Hudson |
| 2 Castlevania | Konami |
| 3 Chu Chu Rocket | Sega |
| 4 Fire Emblem | Nintendo |
| 5 F-Zero | Nintendo |
| 6 Golden Sun | Nintendo |
| 7 Konami Wai Wai Racing | Konami |
| 8 Magical Vacation | Nintendo |
| 9 Mario Advance | Nintendo |
| 10 Mario Kart Advance | Nintendo |
| 11 Mega Man EXE | Capcom |
| 12 Monster Guardian | Konami |
| 13 Monster Rancher | Tecmo |
| 14 Mr. Driller 2 | Namco |
| 15 Napoleon | Nintendo |
| 16 Puyo Puyo | Sega |
| 17 Sonic the Hedgehog Advance | Sega |
| 18 Tactics Ogre | Nintendo |
| 19 Wario Land 4 | Nintendo |



ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
ZBOMB—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grapping)
JUMPAROUND—Level Select (a "Go To" option); the "Paused" menu allows you to jump to any level at any time!
BOMBERBALL—Activates 1HITWONDERS—Activates "Sudden Death" mode
MILLAUTT—No weapons
NOOGOOIE—Bomb pickups
SHOOTSHOT—Blue balls
YAMATO—Activates "Explosive Mode"

NUKE RACIN' 2000**Secret Codes**

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For example, "Build" codes a gallery of objects and trash from the game; "Boxer" codes a boxer to be selected after you code the correct. You may press START at any time while in the gallery to return to the game. All Gold Cup codes—**Y O U _ D _ A _ M _** Galaxy—**W O D Y _ C _ O O K I E S**

INTERNATIONAL SUPERSTAR SOCCER '98**Secret Team**

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **U, L, Up, D, Down, L, Left, R, Right, R, Left, R, Right, R, A**, then hold the Z button and press START; you'll hear a bell ring five times quickly. When you pause, the boxer's heads will be bigger.

LOGG RACERS**Cheat Codes**

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad to move to the next screen. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

P G L R D—Only red power-ups available
P G L L Y L—Only yellow power-ups available
P G L G N R—Only green power-ups available
P G C R L Y—Only grapping hook power-ups available
M X P M X—Highest power-up level always active

F F T R D—Faster game
N S L W J—Car doesn't slow down on terrain
F L Y S K Y H I G H—Flying turbo boost always active
L N F R R M—Open mirror version of Rocket City Run

LODE RUNNER 3-D**Unlock Words**

When you're playing during the game, press START to pause. When the "Options" screen appears, hold 2 and press **B, A, B, A, C, CR, CR, CR, CR, CR, CR, CR, CR**. A new option called "Unlock Words" will appear; set this option to "Yes" and you will be able to choose any word at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

LUCKY STAR/HIGHCROSS 2000**Cheat Menu**

At the main menu, press **L, CR, L, CR, CR, CR**. If you input the code correctly, a cheats menu will immediately appear.

KILLER INSTINCT GOLD**Boss Code**

When you turn the game on, wait for the character select screen to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z, A, R, Z, A, R**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training."

Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, R**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and 3 options have been added, as well as a "Save and Load" feature at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and black color settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the

extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, L, A, Z, A, R**. You'll jump immediately to the game's ending credits sequence.

Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing C/F; you'll fight in the secret Sky stage with Rue and Killer Instinct logos on the ground.

KNOCKOUT KINGS 2000**Big Gloves Mode**

In the middle of a game, press START to pause and press **CR, CR, CR, CR, CR**. You'll hear a bell ring five times quickly. When you resume the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press START to pause and press **CR, CR, CR, CR, CR**. You'll hear a bell ring five times quickly. When you resume the game, the boxers' heads will be bigger.

LOGG RACERS**Cheat Codes**

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad to move to the next screen. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

P G L R D—Only red power-ups available
P G L L Y L—Only yellow power-ups available
P G L G N R—Only green power-ups available
P G C R L Y—Only grapping hook power-ups available
M X P M X—Highest power-up level always active

F F T R D—Faster game
N S L W J—Car doesn't slow down on terrain
F L Y S K Y H I G H—Flying turbo boost always active
L N F R R M—Open mirror version of Rocket City Run

LOCK WORLDS**Unlock Words**

When you're playing during the game, press START to pause. When the "Options" screen appears, hold 2 and press **B, A, B, A, C, CR, CR, CR, CR, CR, CR, CR, CR, CR**. A new option called "Unlock Words" will appear; set this option to "Yes" and you will be able to choose any word at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MAZE: THE DARK AGE**Play as War Mech and Ichiro**

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick, then hold **A** and press **Y**. Both War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Demnos.

Play as the Med Janitor

Enter the following code at the character-select screen:

- 1) Highlight Kohyoga and press START.
- 2) Highlight the Executioner and press START.
- 3) Highlight Lord Demnos and press START.
- 4) Highlight Xiao Long and press Quick A (or B in the default control configuration).

QUAKE CODE**Code Entry Screen**

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:
O E S 0 5 1 0—Lt. Camp, Hyrule Cup
S T R 0 5 0 0—Link, Hyrule Cup
K P X V W N G N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue password; it's used for verification purposes in a contest sponsored by Nintendo Power magazine.

MARIO KART 64**Reverse Tracks**

From the title screen, race first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

* Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'27"10 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

* Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

* Race on the Royal Bowser course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY**Cheat Computer**

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that the character is going close to a star, press START to bring up the Action Bar and then the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to reuse stars from Toad or Big Bob, then switch back to your character and collect when you're done.

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four control ports (or use as many as you have) and switch controllers to the other three controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO SHINKOM**Secret Ring Tournaments**

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to start a secret cup:

- Blockbuster Cup—**A R M J Q A R U**
- Bowser Cup—**C 2 4 0 0 0 0 0 0 0 0 0 0 0 0 0**
- Bowser Cup—**M A M S M O M M J**
- Bowser Cup—**M 1 C 2 Y 0 M 1 W**
- Peach Cup—**F 0 X F Q O F R**
- Mario Cup—**A 3 W 5 K Q A 3 C**
- Mario/Tennis Cup—**4 - H W O R 4 B 2**
- Nintendo Power Cup—**J 6 M P Q J U**
- Walugi Cup—**L A 9 B 1 R L R**
- Mario Cup—**O U M P U P U M**

MARIO MUSCLE 96 TURBO**Cheat Codes**

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

- Double Strength—**C R, C R, C R, C R, C R, C R**
- Super Speed—**C R, C R, C R, C R, C R, C R**
- Super Jumping Ability—**R, Right, Down, Up, Down, Left, Down**
- Change Weights—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the weights of the objects from the current stage. Enter this code repeatedly to change into different objects)

Drop mode—**Up, Down, Down, CR, CR, CR, CR, CR, CR**

Brake mode—**Up, Down, Down, CR, CR, CR, CR, CR, CR**

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, R, Z, A, R**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the

H**old 2 and move the D-pad to tilt or rotate****the track angle****Hold 2 and press L + R to zoom in or out****Hold 2 and press C/F to have the computer control your car****Hold 2 and press C/F to end the race with you in first place!****Name? Cheats****When the "Enter New Name" option appears****enter the following names****for different effects;****to hear a signal to confirm and you'll be****able to enter another name.****Enter the name "MOOSLIFE" to give your****self nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.****Enter the name "ANANKS" and you'll always****play with tanks in Invasion mode.****It's really funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.****Enter the name "WINTERY" to make snow****fall instead of confetti when you win a tro-****phy; enter "CONFETTI" to cancel this code.****MUSCLE 96 TURBO****Secret Codes****Enter any of the following codes at the mis-****sion select screen; you'll hear Ethan speak****each time you enter a code properly:****Turbo Mode—**C R, Z, C R, C R, C R******Big Foot Mode—**C R, Z, C R, C R, C R******Kids Mode—**C R, R, L, R, L, Z******Shinkom with Uzi Sub Machine Gun—**C R, C R, C R, R******Start with Mini Rocket Launcher—**R, L, C R, C R******Start with 9mm High Power Gun—**R, L, C R, C R******Start with 7.65 Silenced Pistol—**C R, L, C R, C R******Access All expert codes****MONSTER TRUCK MADNESS 94****Cheat Menu****Select "Options" from the main menu,****high-light "Cheats" and press C/F****Block (C = C) in the default control config****uation" and continue to hold them down.****After five seconds you will hear a s****tear laugh; after about five seconds, a****secret "Cheats" menu will appear. Turn****"Endings" on and you will find the game****after defeating just one enemy; the remaining****options allow you to perform fatalities with just****one hand.****Secret Characters****To access Noob Sabot and Goro, you must****first access the cheat menu as described****above. Next, enter one of the following****codes at the character-select screen:****Noob Sabot—highlight the "hidden"****option, then bring up the character select****screen, press any button to hide the cursor,****then highlight Shinkom and press R + Block simultaneously****Goro—highlight the "hidden" option at the****bottom of the character select screen, press****any button to hide the cursor, then highlight****Shinkom and press R + Block simultaneously****MUTANT ALIEN TURBO TITANOS: SUB-ZERO****Cheat Passwords****Choose "Options" from the main menu****and select "Password"; then enter any of the fol-****lowing cheat codes:****Enter "G T B H B" for invincibility (you can****kill enemies without taking traps or long falls)****Enter "G T T B H B" for infinite lives****Enter "G T X C V S T" to start with 10 Urns of****Vitality in your inventory****Enter "G R D T S" to see the credits from****the end of the game****PROFESSIONAL FOOTBALL 2001****Cheat Menu****When the "Story" screen appears during the****game's demo mode, quickly press CR, A, R,****B, C, Q, CR, C, CR, C, CR, C, CR, C, CR, C, CR****If you're fast enough, you'll hear****Shao Kahn say, "K'mon."****Now Chameleon is a****specialized character at the****character select screen.**

**007 RACING**

Secret Codes

At the title screen, press L1, R1, □, O. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

Below are the requirements for unlocking cheats that can be accessed within the "Cheats" menu under Mission mode:

- "Gimme A Brake" Mission—Knock out all 11 fire hydrants and complete the mission.
- "Ambush" Mission—Complete the mission with at least 85% health intact.
- "Survive The Jungle" Mission—Disable all three tanks and complete the mission.
- "Airstrike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6000 boosters and complete the mission.

"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

EXTREME

Secret Codes

At the main menu, highlight "memory card" and press Right or Left to access the "codes" option. Now you can enter any of the following codes to unlock special features:

- trixxy—Unlock all courses in Freestyle mode
- v o u y e u r—Unlock all courses in Exhibition mode
- s t r i p e s—Unlock three alien characters
- w h i t e l i n e—Unlock white car
- r e d l i n e—Unlock red car
- b l u e l i n e—Unlock blue car
- l u g n u t—Unlock Lug Nut (like Frankensteins)
- d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)
- t p—Unlock TP (mummy)

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. When you unlock the first secret team, the "Secret" category of teams will appear among the names of contestants at this screen. All the teams below will appear within the Secret category.

Brazil—R1, R1, R1, Right, Right
Die Mannschaft—R2, R2, R2, Right
England—L1, L1, L1, Right, Right
Germany—L1, L1, L1, Right, Right
Italy—L1, L1, L1, Right, Right
Aus Asia Star—R1, R1, Up, Right, Right
Africa Star—R2, Up, Up, Right, Right
Oranit—L1, Up, Up, Right, Right
Azzurri—L2, Up, Up, Right, Right

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu and you'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—□, Down, Left, O, Up, R2

Unlock "Research" menu item—□, Up, Down, O, Left, R1

APOCALYPSE

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes:

- Invincibility—Hold L1, press Down, Up, Left, □, Up, Right, Down
- All Weapons—Hold L1, press □, Up, Down, X, □
- Infinite Lives—Hold L1, press □, O, □, □
- Restore Health—Hold L1, press □, □, □
- Stage Select—Hold L1, press □, Up, □, Down (entering this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMY MEN: AIR ATTACK

Passwords

Unlock all Captopts—Up, Down, Up, Down, Up, Down, Up, Down

Unlock bonus ending cinematic—□, Down, X, Down, Right, Right, Up, Up

Mission 2—X, Down, Left, Left, □, O, O, Right

Mission 3—Down, Down, □, □, Left, Right, O, X

Mission 5—Right, Right, X, □, Down, Up, Down, Up

Mission 7—□, O, X, □, □, Left, Up, Right

Mission 8—Right, Down, Left, Up, □, Down, Up

Mission 10—O, Right, Up, Right, Up, □, □, □, □, □, □

Mission 11—O, □, □, □, □, □, □, □, □, □, □, □, □

Mission 12—Up, □, □, □, □, □, □, □, □, □, □, □

Mission 14 (2-player)—Left, Down, Left, □, □, □, □, □, □

Mission 15—□, Right, Left, O, □, Up, □, Down, □, □, □, □, □, □

Mission 16—Down, Up, □, □, □, □, □, □, □, □, □, □, □

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold L1 + R1 + □ and press Up, Down, Left, Right. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press START to pause, then press O, □, R1, L1. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

Tow Jam—Left, Up, A, Right, Right
Way 2 Fast—Down, Right, B, Right, Down, B
Slideout—Left, B, Left, Right, Down, B
Twin Mill—Up, B, Down, B, Down, Right, Left
Game Room—Up, B, Up, B, Up, B, Up
Shadow Jet—Up, B, Up, Left, A, Left
Way 2 Fast—Left, Up, Left, A, Left
Way 2 Fast—Right, Right, Up, Down, A, Down, B
Slideout—Down, B, B, Right, Down
Twin Mill—Right, Up, Right, B, B, Right
Kitchen Passwds
Shadow Jet—B, Left, B, Up, Left
Tow Jam—Up, B, Up, Left, A, Up, Down, A
Way 2 Fast—Up, A, Down, Left, Up
Slideout—A, A, Right, Right, B, Down
Twin Mill—Right, Up, Right, Down, A, Right
Barn Passwds
Shadow Jet—Down, Left, Up, A, Up
Tow Jam—B, B, Left, Left, Up
Way 2 Fast—Left, Up, A, B, Right
Slideout—Up, Left, Up, Left, Right
Twin Mill—Right, Left, Up, A, Up

JAMES BOND 007**Mini-Games**

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BLACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KILLER INSTINCT**Boss Codes**

Choose any character, then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

KL-X (Game Boy Color version)**Passwords**

Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—Wave 95 created
Blue square, pillar, green diamond, green alien—Read the "story of Kax"
Yellow alien, pillar, pillar, green alien—Read the real story of Kax
Green alien, green alien, red circle, blue square—Minigame (programmed heads)
Red circle, green diamond, blue square, green alien—Minigame "Snake"
Green alien, green alien, blue square, green alien—Minigame "Fur Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING**Exploding Arrows**

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang; then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around killing enemies.

THE LION KING**Stage Skip**

At any time during the game, press START to pause, then quickly press B, A, B, A, A. You'll immediately skip to the next stage.

LUCKY LUKE**Passwords**

Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke

Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Bunch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tomato—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog
Jail—Dog, Horse, Luke, Prospector, Dog

MCAT'S JEWIS MADNESS**Passwords**

The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green, Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!**Passwords**

MHMNTG—The Case of the Missing Mummy
MLNRTG—The Case of the Rock & Roll Mystery
RGTMN L—The Case of the Green Ghost
BLHIC—The Case of the Summer Camp Caper

MINI IN BLACK: THE SERIES**Access Codes**

Manhattan—2 7 1 0

Sewers—1 8 0 7

Aerodrome—3 0 9

Forest—7 0 7 5

Forest—3 1 0 7

Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

MORTAL KOMBAT**Player Goro**

First, defeat Shaon Tung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the Upper Left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold those buttons down until the screen shows all the words "ENTER YOUR NAME" appear on the screen. Next, input your initials and press A. When the the high score table appears, press START; you'll get a screen that reads, "Goro lives...as you". You've just discovered a hidden version of Mortal Kombat where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II**Secret Character: Smoke**

When battling in the Kombo Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppers or cool combos. As soon as you see him, hold Down on the D-pad and press the START button to warp to a battle against the secret ninja character, Smoke.

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4**Extra Credits**

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Mortal Kombat" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by pressing DOWN. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press Up once.
- 2) Highlight the second icon box, press Up nine times (or Down once).
- 3) At the third box, press Up twice.
- 4) At the fourth box press Up twice.
- 5) At the fifth box press Up three times.
- 6) At the sixth box, press Up four times.

You'll get a message to confirm proper entry of each code:

192 234—Unlock Reptile

205 205—Fight against Reptile

001 001—Unlimited Run

987 1 2 3—No power bars

100 0 0 0—Proving disabled

0 0 0 0—Billing disabled

688 4 4 2—Dark Phoenix

985 1 2 5—Psycho Komat

3 3 3 3 3—Randper Komat

0 0 0 7 0—Computer starts with 1/4 life

7 0 7 0 0—Player 1 starts with 1/4 life

0 0 0 0 3—Computer starts with 1/2 life

0 3 3 0 0—Player 1 starts with 1/2 life

MRI. NUTZ**Passwords**

Adventure Park—D O M M M N N

The Living Room—N N R R G G

Vulkan Underpass—C C L L R S

Mean Streets—J J M P P R

Ice-Scream—S W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY**Passwords**

The Case of the Volcano Mystery—C B T H P M

The Case of the Haunted Camp—G M Q T C

The Case of the Fun House Mystery—H D H Q Q

The Case of the Hotel Who-Done-It—M D G Q Q

NFL BLITZ 2**Passwords**

Play as the Midway Blitzers—0 6 2 6 7 5 4

Play as the Emerald Eclipse—0 0 6 0 6 7 4

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—START, START, START, START, START

STRETCH—B, A, A, Up

No Fumbles—START, START, START, START, B, A, A, A, Down
Invisible Receiver—START, START, START, START, B, B, A, A, Up
No Pointer—START, START, START, B, B, A, A, Left
Start Stop—START, START, START, B, B, A, A, Up
Parking Lot Field—START, START, START, B, B, A, A, Up
Space Field—START, START, START, B, B, A, A, Right
Night Game—START, START, B, B, A, A, Up
Predator Mode—START, START, START, B, B, B, A, Up

ODDBORLD ADVENTURES**Super Jump**

When Abi is jumping, press the START button to pause the game while he's still in mid-air. After you unpausing, Abi will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump many times as you want with the proper timing.

Passwords

Level 2—J C B C M

Level 2 1—J M B C C

Level 2 2—J M C B B

Level 2 4—J T C C D

Level 2 5—J T C C S

Level 2 6—J B C C T

Level 2 7—J B C C Q

Level 2 8—J B C C L

Level 2 9—J B C C B

Level 2 10—J B C C D

Final Level—J B T B T

WITCHES BEYOND THE JUNGLE**Passwords**

The Wilderness—S W N G R B T S

Underground Caverns—F L T Y W T R S

The Volcano—G N G D W N

The Prison 1—S L T H R N R G

The Prison 2—B N G D N S D

The Scourge—S W F G B L W

POCAHONTAS**Passwords**

Stage 2—P K G H X 4 T B

Stage 3—C M Q Z B 6 R 1

Stage 4—J W D L F T K S

Stage 5—T G M V X 3 V 9

Stage 6—Q I B 9 J M F 5 M

Stage 7—Q J R L W 1 R 4

Stage 8—B P X C V 7 2 3

Colors of the Wind—S D L F T B G 2

Stage 9—R W H J X 9 2 5

Stage 10—M V N G B 4 C 6

Stage 11—K C Q T D 3 W 1

Stage 12—T B P R G H 5 8

Stage 13—Q I B 9 J M F 8 9

Stage 14—D H K S 9 1 7

Stage 15—B N H Z 1 R 9

POKE'MON SPECIAL: PIKACHU EDITION**(Yellow version)**

Level Up Pikachu

When you catch Pikachu, your starting Pikachu will tell you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blast through the game is to trade your starting Pikachu into another Pokémon. You'll then have to level up the new Pokémon. Your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your Pokémon Yellow starting



By Karen Vargas, TX



By Kasandra Terreault, IN



By Hal Harmon, Greenville, SC

Now you can press START to lock in the password.
The Jungle is My Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jumpin' Leggings—1 2 6 3
Go Out on a Limb—5 6 2 0
Ship Escape—4 3 6

TECMO BOWL

Passwords
Washington vs. Washington—5 B 7 F B F A 3
Denver vs. Atlanta—2 F 8 F 7 A 0

Indiana vs. Indianapolis—A F F E A C

Miami vs. Miami—4 A F F D A B

Cleveland vs. Cleveland—4 9 A F F B A 9

Los Angeles vs. Los Angeles—9 6 F D F A S

San Francisco vs. San Francisco—9 C 3 F F A S

Dallas vs. Dallas—6 3 A E F F A S

New York vs. New York—2 6 9 D F F A 1

Chicago vs. Chicago—3 7 7 D F F A 2

Minnesota vs. Minnesota—A C 3 F F A 8

Invisible Team vs. Chicago—3 9 7 F F A 5

Championship Game: San Francisco vs. Denver—1 D A F F 7 A 6

Championship Game: New York vs. Miami—2 4 A F F D A D

Championship Game: Seattle vs. Washington—9 3 7 B F A 5

TETRIS

Start at Higher Levels

Hold Down on the D-pad while turning the Game Boy on and continue to hold it until the game starts. Then when you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com." game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold Up + SELECT and press A. Now you're playing in "Special Hard" mode.

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J O I J O 6 0 (those are zeros, not the letter "O"). Now you're playing against a new set of creatures in "Extra Puzzle Mode."

Special Game: Game on Borders

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:

Forest scene with Yoshi—**Hold Down** and press A

Cave scene—**Hold Left** and press A

Tree scene—**Hold Up** and press A

Crab scene—**Hold Down** and press START

Cloud scene—**Hold Left** and press START

Moon with frame—**Hold Up** and press START

TELEPORT BLAST

"Fight 2" Mode

At the title screen, press B five times. Then press START, and this "Fight 2" Mode option will appear. You'll fight against all of the bosses.

Level Passwords

Stage 2—Z F F J J F

Stage 3—B M L L K B

Stage 4—X S D G G M

Stage 5—Z X D G H K

Stage 6—V G L J D M

Stage 7—K T D G M F

Stage 8—Z X S C D K K

Stage 9—D F M Y L L D

Stage 10—Y G C P D H L

Stage 11—G V M Y L L C

WARIO BLAST

At the title screen

, press B five times. Then press START, and this "Fight 2" Mode option will appear. You'll fight against all of the bosses.

Level Passwords

Stage 2—Z F F J J F

Stage 3—B M L L K B

Stage 4—X S D G G M

Stage 5—Z X D G H K

Stage 6—V G L J D M

Stage 7—K T D G M F

Stage 8—Z X S C D K K

Stage 9—D F M Y L L D

Stage 10—Y G C P D H L

Stage 11—G V M Y L L C

WARIO BLAST

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, press B five times. Then press START, and this "Fight 2" Mode option will appear. You'll fight against all of the bosses.

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WARIO BLAST

At the title screen



Gold War Machine—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Right, Right, Left, Left, Down, Down, Down, Right, Right, Up, Up, Up, X
Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you have to hold the button combinations down until the selection cursor stops.

Anita—START + Light P. + Heavy P.
Arthur—START + Light P. + Medium P.
Colossus—START + Light P. + Medium P. + Medium K.
Cyclops—START + Light P. + Medium P. + Medium K.
Delfos—START + Medium P. + Heavy P.
Iceman—START + Medium P. + Medium K.
Jubilee—START + Medium P. + Heavy P. + Light K.
Juggernaut—START + Light P. + Medium K.
Loki—START + Medium P.
Magneto—START + Heavy P. + Light K.
Medic—START + Light P. + Light K.
Pyro—START + Medium K.
Punx & Fur—START + Light K.
Rogue—START + Light P. + Medium P. + Heavy P. + Light K.
Saki—START + Heavy P.
Sentinel—START + Medium P. + Heavy P. + Medium K.
Shadow—START + Light P. + Heavy P. + Medium K.
Storm—START + Light P. + Heavy P. + Light K.
Thor—START + Medium P. + Light K.
Ton Pooh—START + Light P. + Heavy P.
Unknown Soldier—START + Light P.
U.S. Agent—START + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any confirmation, but when you start a new game and complete the first scenario, Kurt will appear without his cool suit.

Alternate Camera Setting

During gameplay, press START to pause, then hold L + R and press A, B, A, B. The next era setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to view the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold Block + Run, press Up, Up, Up, Left, Left, Up, Run, then press A, B, X, Y or Ground-hold the Run, press up then Left, then press A, B, C, D, X, Y

Noob Saibot—Hold Block + Run, press up, Up, Left, Left, Left, Run, then press A, B, X, Y

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography

screen for each character by highlighting the corresponding photo and pressing the B button. This code works whether you've unlocked a particular movie sequence or not.

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Pounds button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Jump button. You must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run
301—Kombat Zone: Church
302—Kombat Zone: The Nethrealm
303—Kombat Zone: Sould Chamber
363—Kombat Zone: Ladder
371—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
600—Kombat Kombo
050—Explode Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Re Rain
000—Maximum Damage Disabled
110—Kombat Zone: Man Damage Disabled
011—Kombat Zone: Gor's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: The Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K1

Enter any of the following codes at the title screen under the "Options" menu.

v_c—Unlock three "Superstars" teams
h_e_u_m_b_r_a_i_n—Enable monster heads
e_n_a_b_l_e_m_a_n_t_r_a_i_l—Enable monster players
t_v_i_r_u_s—Enable infected players
s_o_h_a_p_y—Enable happy players
w_h_a_t_i_s_y_i_n_g—Enable crazy commentary
b_e_s_t_b_a_l_l—Enable basketball camera
r_a_d_i_c_a_l—Enable cool looks
t_h_e_7_0_s_i_v_e—Enable hip clothes

NBA SHOWTIME: NBA on NBC

Choose Your Court

After selecting a team, you can also select which court you'll play on. Hold the following button combination down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—Up + Turbo
Right Team's Court—Down + Turbo
Straight Court—Left + Turbo
Island Court—Up + Turbo
Midway Court—Up + Shoot + Pass
NBC Court—Down + Shoot + Pass
Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following

codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-R) press Turbo twice, Jump three times, Pass once, and then Right twice. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up
Tournament Mode—1-1-Down
Show Showdown—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Court—4-4-0-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "No Protection" code, (2-0-0-U), press Turbo once, Jump five times and Pass one time, then press Up on the D-pad. A message will appear to confirm each code.

Show field goal—1-0-0-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast turn—0-2-2-Left
Super blitz—0-2-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punts—1-3-0-Left
No field downs—2-1-0-Up
Allow out of bounds—2-1-1-Left
Deranged blitz—2-2-1-Down
Always QB—0-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power up teammates—2-3-3-Up
Fast pass—2-3-0-Left
Power up offense—2-3-1-Up
Power up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery ball—3-2-3-Left
No interceptions—3-4-4-Up
Power up defense—4-2-1-Left
Power up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-2-Left
Snowy weather—5-2-3-Down
Rainy weather—5-3-5-Right
Heavy rain—5-4-5-Up
40ers playbook—1-1-1-Left
Bears playbook—1-1-0-Left
Bengals playbook—1-1-2-Left
Broncos playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Broncos playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press START to pause, then hold L + R and quickly press B, X, B, X, Left, B, X, A, X. If you enter the code correctly the "Cheats" menu will immediately appear.

PULL HEADS

At any time during gameplay, hold X + Y and press B to restore all your health.

PHANTASY STAR ONLINE

Extra Costume

At the main menu, select "New Game." At the Character Creation screen, select "Character Name" and enter the name that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.

K_SKAARDON_S—Umar
M_EODAR_U—Umar
R_UUHANG_B_RT—Ulace
S_OUD_EGM_KSG_R—Amar
M_EIAUGH_S_N—Racast
N_UDNAFI_O_H—Racael
D_NEAOSH_H_EK—Iomarl
A_SUEBHEBU_I—Fohnew
X_5YGSSHOE_H_O—Fonearl

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

SECRET CHARACTERS

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

SHREWD

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

SOUL CALIBUR

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

SPYROS ADVENTURE

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Ocarina of Time

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Majora's Mask

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Oracle of Ages

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Oracle of Seasons

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Wind Waker

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Twilight Princess

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords Adventures

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Minish Cap

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Majora's Mask

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Oracle of Ages

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Oracle of Seasons

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Wind Waker

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords Adventures

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Minish Cap

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Majora's Mask

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Wind Waker

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords Adventures

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Minish Cap

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Majora's Mask

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Wind Waker

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: Four Swords Adventures

Secret Characters

At the character-select screen, press the following button combinations to permanently unlock the corresponding character.

Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

Rai-On—Move the cursor to Rai-On, then press Up, Down, Left, Right, Left, Up. Rai-On will appear in the upper-right corner.

THE LEGEND OF ZELDA: The Minish Cap

Secret Characters

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Kaede—Move the cursor to Kaede, then press Down, Up, Left, Up. Kaede will appear in the upper-left corner.

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Dreamcast tips

Dreamcast tips

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxes
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the game in one of the specified class with any of the boxes available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class, In Arcade mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class, In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMOS—Gold Class, In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD SLAM—Champ Class, In Arcade mode, all boxes are also unlocked.

Two Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:

R=Championship arena

L=Two-tier arena

R+L=Gym

Change Costume Colors

At the boxer selection screen, press X + Y to change the currently-selected boxer's colors.

Change Commentator

The commentator's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the X button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up—Irish accent

X + Left—New York accent

X + Right—American accent

X + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L + R + X until you hear a special sound effect.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any time in the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the next fight that takes place after the code is entered.

Unlock all boxes and special outfitss—Press Left, Left, Right, L, Left, Right, Right, R, R, L.

Press the X button to cycle through each fighter's different outfits.

Faster gameplay—Press Right, Right, Up, Down, Right, then R four times, then L.

Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R nine times, then L.

Christmas boxing ring—Press Right, Up, Down, Down, Down, then R eight times, then L.

Thanksgiving boxing ring—Press Right, Up, Down, Down, Down, then R seven times, then L.

Halloween boxing ring—Press Right, Up, Down, Down, Down, then R six times, then L.

Independence Day boxing ring—Press Right, Up, Down, Down, Down, then R five times, then L.

Easter boxing ring—Press Right, Up, Down, Down, then R four times, then L. St. Patrick's Day boxing ring—Press Right, Up, Down, Down, Down, R, R, R, L.

Valentine's Day boxing ring—Press Right, Up, Down, Down, Down, R, R, L.

New Year's Day boxing ring—Press Right, Up, Down, Down, Down, R, L.

See the Ending—Press Right, Right, Right, Down, R, L, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press L, Down, Right Up, Left, then R six times, then L, then R, R, L.

Zombie boxer—Press Left, Up, Right, Down, R, R, L.

Big gloves—Press Left, Right, Up, Down, R, L.

Extra fat boxer—Press Right, Right, Up, Down, Right, R, R, L.

Extra thin boxer—Press Right, Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

Extra short boxer—Press Right, Up, Down, Right, R, L.

Extra wide boxer—Press Right, Up, Down, Right, R, L.

Extra narrow boxer—Press Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

Extra short boxer—Press Right, Up, Down, Right, R, L.

Extra wide boxer—Press Right, Up, Down, Right, R, L.

Extra narrow boxer—Press Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

Extra short boxer—Press Right, Up, Down, Right, R, L.

Extra wide boxer—Press Right, Up, Down, Right, R, L.

Extra narrow boxer—Press Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

Extra short boxer—Press Right, Up, Down, Right, R, L.

Extra wide boxer—Press Right, Up, Down, Right, R, L.

Extra narrow boxer—Press Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

Extra short boxer—Press Right, Up, Down, Right, R, L.

Extra wide boxer—Press Right, Up, Down, Right, R, L.

Extra narrow boxer—Press Right, Up, Down, Right, R, L.

Extra tall boxer—Press Right, Up, Down, Right, R, L.

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TNN MOTOSPORTS HARDCORE HEAT**Secret Codes**

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE-2001—X, Right, Left, Right, Left, Down, Down, Up, Right
Unlock 14 jet aircraft—Left, Right, Down, X, X, X, X, X, Y, Y, Y, Y, Y, Y

TOKYO EXTREME RACER**Max Speed Display**

In Quest mode, at the "Assist" screen just before beginning a race, press L or R to hear a special sound effect. During the game, your maximum speed ("P") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press L or R to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX**Secret Codes**

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and receive a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clothespin Mode—Hold the analog joystick Left + the D-pad Down and press B.
Rude Mode—Hold the analog joystick Down + the D-pad Down and press B.

Wet Head Mode—Hold the analog joystick Up + the D-pad Down and press B.

Team God Mode—Hold the analog joystick Left + the D-pad Down and press A.

Avatar God Mode—Hold the analog joystick Up + the D-pad Down and press A.

Heavy Breathing Mode—Hold the analog stick Down + the D-pad Down and press A.

Left Head Mode—Hold the analog joystick Left + the D-pad Down and press X.

Big Head Mode—Hold the analog joystick Up + the D-pad Down and press X.

Stumpy Mode—Hold the analog joystick Left + the D-pad Down and press Y.

Side Scroller Mode—Hold the analog joystick Down + the D-pad Down and press Y.

Turn Brains Off—Hold the analog joystick Up + the D-pad Down and press Y.

Polska Mode—Hold the analog joystick Down + the D-pad Down and press X.

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press START to enter the pause menu, then select "Inventory." Next, move the cursor to "Time TMX" and press A. A character icon will appear at the bottom until the "Inventory" screen next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the

game starts loading. You do not need to select any of the menu items.

The Base—Hold L + R + Down
Gallows Tree—Hold L + R + Left
The 13th Floor—Hold L + R + Right

TONY HAWK'S PRO SKATER**Secret Codes**

At any time during gameplay, press START to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and select "Game Options." For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick—Hold L and press B, Y, A, X, R, X
Repair Toy—Hold L, press A, X, B, Y, A
Power-Up Machine Gun—Hold L, press B, A, X, Y, A, B
Power-Up Special Weapon—Hold L, press X, A, Y, B, A, X
Special Weapons—Hold L, press A, B, X, Y, B, A
Unlock All Missions—Hold L, press A, Y, X, B, X

TOY COMMANDER

Secret Codes

While in the middle of a mission, press START to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of such codes.

Max Fuel—Hold L, press B, Y, A, X, R, X
Repair Toy—Hold L, press A, X, B, Y, A
Power-Up Machine Gun—Hold L, press B, A, X, Y, A, B
Power-Up Special Weapon—Hold L, press X, A, Y, B, A, X
Special Weapons—Hold L, press A, B, X, Y, B, A
Unlock All Missions—Hold L, press A, Y, X, B, X

TRICKYSTYLE**Cheat Codes**

Enter the following codes at the "Cheats" screen under the "Options" menu:

TEAM 1 OWN IT—Always win
100% SHREWDNESS

T R A V O L T A—Power up moves (all special moves unlocked)

C I T Y B E A C D N S—Win everything (all tricks unlocked)

I N F A T U A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP**999 SP Points**

First, enter the game, then select "Cheat" from the main menu, select "Green," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Bye." Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 SP Points.

VIGILANTE: 2ND OFFENSE**Secret Codes**

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funkytastic" after you enter a correct code. For the "Watch all endings" code, press A again immediately after entering the code.

Unlock all characters—LLA, KCOLNU
Maximum stats—all DORTON

Invincibility—ELBICON/IVNI

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher health—JACK_IT_UP

Faster run—MOSH_UP

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALDNE

Hover higher—HI_CEILING

Unlock original VR levels—OLD_LEVELS

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—ALL_DODGE

No vertical attachment icons—DOWN_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

VIRTUA FIGHTER 3B**Fight Against the Alphabet Character**

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Then move the cursor to Lau and press START. Next, move

the cursor to Pai, hold START and press X.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press START. Then move the cursor to Lion and press START. Next, move the cursor to Pai and press START. Set any character to play and he/she will appear as the alphabet character.

Play as *Dural*

At the character select screen, press Down, Up, Right, Left, START. Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2**Secret Teams**

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press START. Then, move the cursor to the next team specified, and press START again. When you press START for the last team in the list, the last team's name and color will appear on the screen. Each code must be entered before the timer runs out.

Team F.C. Sega—France, Chile, South Africa, England, Germany, Argentina.

Team MVP Yuko Chan—Yugoslavia, USA, Korea, Italy.

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold START and press A.

WACKY RACES**Cheat Codes**

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

All Challenges & Tracks—W A C K Y G I V E A W A Y

All Cars—W A C K Y S P O I L E R S

All Abilities—B A R G A I N A B E S T

Super Difficult Mode—C R A C K E D N A I L S

WILD METAL**Cheat Codes**

Enter these codes anytime during gameplay using the D-pad (not the analog joystick):

Invincibility—Y, Right, B, Left, X, Down

Full health—Down, Down, A, X, B, X

All weapons—A, Right, Y, A, Right

Speed boost—Up, X, Down, B, A, Y

Show all Power Core locations—Y, B, A, Left, Down, Down

Enemies don't attack—B, Down, A, Down, X, Y

ZOMBIE REVENGE**Fight Against the Alphabet Character**

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Next, move the cursor to Lau and press START. At the character select screen, hold START and press B. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



By James Compton,
Hutchinson, KS



By Trudie Sevigny,
Rogers, SK



By Adam Sandovall,
Santa Fe, NM



By Manuel Barceló,
Santa Fe, NM



SEGA SMASHPACK™ VOLUME 1

SECRET CHEAT CODES!



Infinite Shurikens

At the Options menu, point the cursor to "Shurikins" [sic] and change the value to "00". Now leave the cursor there and wait at this spot for about 10 or 15 seconds; you will see the "00" change to an infinity symbol, indicating that you can now play the game with unlimited Shurikens.



Stage Select + Cheat Menu

At the title screen, hold A and press START. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press START; when the title screen appears, hold X and press START to warp to the chosen stage.

Sound Test

At the title screen, point the D-pad in the Up/Right position, hold X + B and press START.



Cheat Code

At the title screen—just as Sonic is starting to appear—press B, B, Up, Down, Left, Right. You'll hear a chime. With this code in place, you'll have access to the following features:

- System Reset—Press START to pause the game, then press X to reset to the title screen.

- Slow-Motion—Press START to pause, then hold the A button to play in slow motion. If you tap the B button while paused, you'll advance the action one "frame" at a time.

- Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the X button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press A during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press X to change to a different object, B to place a copy of that object on the screen or A to change back into Sonic and continue play. Use this feature to modify the game's stages or

If you're one of the lucky owners of the new *Sega Smashpack* disc that's been bundled with the most recent version of the Dreamcast hardware—and if you can stand the horrible sound emulation—here are some classic cheat codes from the *TIPS & TRICKS* archives that have been tested and confirmed to work on eight of the 12 *Smashpack* games!

even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.



Hidden Game + Level Warps

When the Sega logo appears at the start of the game, notice that you can move Vectorman around the screen with Controller A. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the Sega logo exactly 12 times. You'll see the words "Get Ready" appear on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you're quick enough to catch 110 letters or more, you'll warp all the way to Day 10.

Blow Up Sega

Also at the Sega logo screen at the start of the game, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; when you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go



Continue

When you run out of lives and the game ends, wait for the title screen to appear, hold the X button and press START to continue at the stage where you died.



Beast Select

At the title screen, point the D-pad in the Down/Left position, hold X + A + B and press the START button. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.



Stage Select/Sound Test

At the title screen—just as Sonic is starting to appear—press Up, Down, Left, Right. You'll hear a chime. Now hold the X button and press START. A secret menu will appear that allows you to start at any stage (including the bonus stage) or access a sound test menu.



dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects: X, A, Right, X, B, X, Down, X, A, Right, X—Refill your energy counter at any time. A, X, Left, Left or A, X, Left, Down—See the programmers' debugging coordinates.

X, A, X, B, X, A, A—Five dots will appear around Vectorman and follow him wherever he goes.

Down, Right, X, B, Up, Left, X—When you get hit, the game will slow down in order to help you to recover safely.

B, X, Left, Left, X, B, X, A—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but

you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the code again.



Super Cheat Menu

At the Options menu, press X, A, A, X, Down, X, A, A, X. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.



Name Every Character Start a new game and name your character. After you are done, highlight "End" and hold X + A + B + START on Controller B. On Controller A, press X or B; a new character will appear. Name

that character and new ones will keep appearing until you have named every character in the game. When you meet these characters during the game, they will have the names you chose.



Stage Select

At the character select screen, hold the D-pad diagonally in the Down/Left position and press A + START simultaneously. A number "1" will appear in the top left corner of the screen. Press Up or Down to change this number and select any starting stage from one through eight.

Extra Continues

As above, hold the D-pad diagonally in the Down/Left position and press X + B simultaneously. You will start the game with nine continue credits instead of three.

"Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.



Play Same Character

At the title screen, press and hold Right and A on Controller A, press and hold Left and X on Controller B, then continue to hold those buttons while you press B on Controller B. Choose the "2 Players" game and you'll find that both players are now free to pick the same character.



Character Select

When the name of the file appears at the beginning of a stage (for example, "File 1: Big Chase"), hold one of the buttons listed below until the game begins to play that stage as your favorite character.

- Hold A to play as Rage
- Hold B to play as Smarty
- Hold START to play as Janet

Note that if you don't press any buttons, the default character that will appear depends on which stage you're playing and which controller you're using. These codes also work on Controller B, but for some reason you can't play as Rage with Controller B in certain stages.



Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, then hold X + A on Controller B and press START on Controller A. When the Options menu appears, you'll find a new



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0001 + B0097534-0001 + B00975DC-0001 +
80097684-0001 + 8009772C-0001 + 800977D4-
0001 + B00A72DB-0001 + 800A72DC-0001—
Unlock everything

Colin McRae Rally 2.0

D005966E-F3FF + B00E28EC-FFFF—Press L1 +
R1 for instant win (Rally)
3004C66C-00FF—All cheats unlocked
D0067554-0000 + 80067556-2400—Infinite re-
pair time
B004D9E4-FFFF—All cars and tracks

Evil Dead: Hail to the King

80076C14-0004 + 8007695C-0064—Infinite
health
80077B70-0064—Infinite chainsaw gas
801310A4-0001 + 801311CC-0001—Always
have access to inventory chest
80131244-0001 + 8013124C-0001—Save any-
where

Razor Freestyle Scooter

8009794C-0014—Have 30 wheels
8009794C-0014—Have 20 wheels
8009794C-0028—Have 40 wheels
80097948-FF00—Max. combo
B0097922-0008—Easy extra time

Rock'em Sock'em Robots

B0084294-EFFF + B0084296-05FF—Max. cash
50002B02-0000 + B008458B-6464—99 of all
parts owned

Warriors of Might & Magic

B01AD3C3C-0200—Infinite health
80185138-0200—Infinite magic
B01B5074-0004—Crossbow powered-up
8018505C-0004—Fire Storm powered-up
D01B5194-0001 + B01B5198-270D—Infinite
keys
D01B5198-0001 + B01B5198-270F—Infinite
orb
D01B519C-0001 + B01B519C-270F—Infinite
gems

Nintendo 64

Polaris SnoCross

B008321F-FFFF—Max. race points
B0083247-00FF—Continue tourney with
everything
80083168-0064—100 wrenches, 440 XCR '99
80083169-0064—100 wrenches, 500 XC '99
8008316A-0064—100 wrenches, 500 XC '99
8008316B-0064—100 wrenches, 700 XC '99
8008316C-0064—100 wrenches, 800 XCR '99
8008316D-0064—100 wrenches, 440 XCR '00
8008316E-0064—100 wrenches, 500 XCSP '00
8008316F-0064—100 wrenches, 600 XCSP '00
B0083170-0064—100 wrenches, 700 XCSP '00

B0083171-0064—100 wrenches, 800 XCR '00
B0083172-0064—100 wrenches, 440 XCR '01
80083173-0064—100 wrenches, 500 XCSP '01
80083177-0064—100 wrenches, 600 XCSP '01
80083178-0064—100 wrenches, 700 XC '01
8008317C-0064—100 wrenches, 800 XC '01
80083182-0064—100 wrenches, 600 Edge X
80083186-0064—100 wrenches, Sno-Razor
8008318C-0064—100 wrenches, Lobster
80083190-0064—100 wrenches, Kundari
80083191-0064—100 wrenches, Xeno Force
80083192-0064—100 wrenches, Siberon
8008323F-00FF—All divisions complete
B1083252-03FF—All tracks unlocked
B108324E-FFFF—All sleds unlocked

29D81DF00000-0001 + F9ABEB3EE070-3041 +
E050-7061—All axes
7061AD8A0000-0001 + B28883880000-0101 +
A9A22F29070-1041 + E050-7061—
All armor (1)
907C74F0000-0001 + AE566F230000-0101 +
8E874435E076-5041 + E050-7061—
All armor (2)

E0E3662C20000-0001 + FE01A8E0000-0101 +
2E575D0FD0000-0101 + 5B1F49E90000-0101 +
582709E0000-0001—All robes

409A21710000-0101 + AEFF2F290000-0001 +
AE2F29070-1041 + E050-7061—All clothes
2E381DF00000-0001 + D149F6D7E070-3041 +
E050-7061—All helmets
D138BD67E0000-0101 + 59C809E0F0000-0001 +
59D69EFFE070-1041 + E050-7061—All crowns
30911AF0000-0101 + 8F544A350000-0001 +
91E9744FE070-1041 + E050-7061—All head-
bands

196868290000-0001 + 19756829E070-1041 +
E050-7061—All hats

D228806D7000-0101 + E64715F90000-0001 +
5AC609EFFE06C-5041 + E050-7061—All boots

1A6468290000-0001 + BC4A44350000-0001 +
8CS7443E070-F041 + AD586F290000-0101 +
934C744F0000-0001 + AD586F290000-0101 +
CCEA9490E06-1041 + E050-7061—All acces-
ories (1)

ZD171DF0000-0001 + 32F05AF4E070-3041 +
E050-7061—All accessories (2)

CC0F99400000-0001 + D3808D67E0000-0101 +
7884AD85E070-3041 + E050-7061—All acces-
ories (3)

B282443A0000-0001 + C38D394F0000-0101 +
E2366623E070-041 + E050-7061—All acces-
ories (4)

B82FF3880000-0001 + D4915F9E070-3041 +
E050-7061—Every item

Game Boy

Doug's Big Game

0163-2EC2—Infinite quarters
0103-68C1—Infinite health

Dr. Franken II

0164-38C6—Infinite energy
0105-1CC6—Infinite lives

Dragon Dance

0199-09C8—All levels beaten
0132-1CC8—Infinite time

Dragon Tales: Dragon Wings

9130-3FC4—Infinite time
9180-48CA—Lots of berries

Dreamcast

Championship Surfer

A2D362880000-0008—Player 1 play as Iceman

Grendaria II

B0DFF3880000-0001 + 649A15F9E070-1041 +
E050-7061—All books
C6E919A0101-0100 + A7636F290000-0101 +
2D61DFDE070-1041 + E050-7061—All seeds
6552F15F90000-0001 + 7EDDE08A0000-0101 +
7E55AD8A0000-0001—All miracles

A7F72F290000-0001 + B76E04350000-0101 +
D9FB6D70000-0101 + 67B6290000-0001 +
7E94ADBA0000-0001 + 7E55ED8A0000-0101 +
A7B82F290000-0001—All potions

27331DF0000-0001 + 38A91FA0000-0101 +
D6A06FD70000-0001 + A4736F290000-0101 +
24C61DFDE070-1041 + E050-7061—all elixirs
663F15F90000-0001 + 7DCDEDBA0000-0101 +
9A1874F0000-0001 + F4E1A8E0000-0001 +
24B75FD0000-0101 + 7E2FF9EF0000-0001 +
E59F9940000-0001 + DAD806D70000-0101—
All foods

BEFF3880000-0001 + 7D45E8A0000-0101—
All harps

25E5FD0000-0001 + 48B76171E070-B041 +
E050-7061—All attack items (1)

25675DF0000-0001 + 52FF9EF0000-0001 +
E59F9940000-0001 + DAD806D70000-0101—
All attack items (2)

98B8344F0000-0101 + E598662C0000-0001 +
94B8344F0000-0101 + CB78D940000-0101—
All attack items (3)

1C406B290000-0001 + 2A05FD0000-0101 +
44986171E070-F041 + E050-7061—All swords

1D8B6G290000-0001 + F8C8E83EE070-F041 +
E050-7061—All rods

1D306B290000-0001 + 2875FD0000-0101 +
1E491A1FF0000-0101 + 9B835F90000-0101 +
B083F3880000-0001—All bows

1EAB68290000-0001 + 1E856B29E070-3041 +
E050-7061—All knives

1E206B2900000-0001 + 2B6F5FD0000-0101 +
46FB6171E070-1041 + E050-7061—All disc weapons

San Francisco Rush 2049

28A827B1000000-0001—Unlock cheat menu
715997F6000000-0001—Enable Car Collisions
cheat

965C4E02000000-0001—Enable Cone Mines
cheat

A84B1565000000-0001—Enable Carmines cheat

C9E7A30C000000-0001—Enable Track Orientation
cheat

A8731565000000-0001—Enable Auto-Abort
cheat

C9DF9A30C000000-0001—Enable Super Speed
cheat

D660C72B000000-0001—Enable Invincible cheat

FBASD27200000-0001—Enable Invisible Car
cheat

FB89D27200000-0001—Enable Invisible Track
cheat

2BF32B7100000-0001—Enable Brakes cheat

376960B300000-0001—Enable Super Tires
cheat

SE8833A300000-0001—Enable Mass cheat

460A5B3D00000-0001—Enable Suicide Mode
cheat

6A3F2FB50000-0001—Enable Battle Paint
Shop cheat

71CD97F60000-0001—Enable Demolition 8at-
tack cheat

96044E030000-0001—Enable Random
Weapons cheat

96184E030000-0001—Enable All Cars cheat

BB927E790000-0001—Enable All Tracks cheat

C9A3A30C000000-0001—Enable All Parts cheat

EB385C600000-0001—Enable Resurrect In
Place cheat

C998A30C000000-0001—Enable Frame Scale
cheat

EB035C600000-0001—Enable Tire Scale cheat

FBE1D27200000-0001—Enable Fog Color
cheat

2BA827B100000-0001 + E05070610000000 +

719497F6E070-9041—Enable menu & all
cheats

TIPS & TRICKS

HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

STOP N PLAY ARCADE

10933 US 19 North • Port Richey, FL 34668 • (727) 862-6666

GAME	HI SCORE	NAME
Open Ice (Largest margin of winning)	1 goal (4-3)	Chris Brush
Pole Position	58,590	Danny Rodriguez
SkeeBall Lightning	1,100,000	Chris Brush
SkeeBall Lightning	360,000	Ken Harding
SkeeBall Lightning	280,000	Joshua Smith
Ms. Pac-Man (turbo)	437,890	Robert Nelson

MotoGP worldwide time attack contest

Namco is sponsoring a time attack contest for MotoGP on PlayStation 2! This includes countries all over the world, including Japan. We'll post the top times for the USA right here each month. Think you've got what it takes? All you need is a fast time in MotoGP and Internet access!

Submission Instructions

To submit your time, you must obtain a password from the MotoGP game. At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. (If you don't have any lap times in Time Trial, no passwords will appear.) Next, you may submit your password, which has your lap time encoded within it, to Namco's web page (<http://www.namco.com>). You can also proceed to the submission page directly at the following URL: <http://www.namco.co.jp/home/csp/csp2/motogp-ranking-world/>. Here are the top USA rankings as of mid-February 2001. Only the top 200 rankings for each circuit are recorded. The Time Attack contest is going strong, so get your times in and you might see your name in the next issue of *Tips & Tricks*!



TI LT

4501 N. Main Street • Roswell, NM 88201 • (505) 624-1498

GAME	HI SCORE	NAME
Tekken Tag Tournament	1:56'00	Rob Van Winkle
Tekken Tag Tournament	1:58'00	Steven Mendoza

AFTERSHOCK RETRO ARCADE

1311 Northport Drive • Madison, WI 53704 • (608) 240-0454

GAME	HI SCORE	NAME
Tron	56,683	ME

TI LT

2000 5W Railroad Ave. • Hammond, LA 70401 • (504) 345-5908

GAME	HI SCORE	NAME
Star Wars Trilogy	3,023,100	Paul Myers
Star Wars Trilogy	2,900,200	Chad Brewer
Cruis'n USA (US 101)	1:49'09	CRO
CarnEvil	1,638,976	Joker
Tekken Tag Tournament	3:13'36	CJC
Silent Scope (Story Mode)	283,500	EWP
Invasion	458,234	CDC
Marvel vs. Capcom 2	2,063,134,900	CRO

RANK	NAME	DATE	LAP TIME	RANK	NAME	DATE	LAP TIME				
Suzuka Circuit (Simulation Mode OFF)											
154	Darrell Perry 402	2.09.01	2'06"158	87	Gusdru	2.11.01	1'48"801				
198	SpacTrukin	12.01.00	2'06"593	163	Darrell Perry 402	1.25.01	1'50"075				
Paul Ricard Circuit (Simulation Mode OFF)											
53	slingshot	12.13.00	1'19"155	105	tscarlyle	1.24.01	2'11"866				
70	FlashJordan	11.28.00	1'19"335	108	Gary	1.12.00	2'14"266				
93	Darrell Perry 402	1.25.01	1'19"601	Paul Ricard Circuit (Simulation Mode ON)							
146	B. Simpson	1.25.01	1'19"981	41	FlashJordan	12.01.00	1'16"761				
Jerez Circuit (Simulation Mode OFF)											
9	slingshot	1.17.01	1'40"505	67	Jesus Medina	12.06.00	1'18"725				
55	Zero Cool	11.17.00	1'41"865	87	slowpoke	2.11.00	1'20"740				
94	Darrell Perry 402	1.25.01	1'42"830	89	Bill Jones	12.09.00	1'22"330				
113	Bretzky	2.11.01	1'43"133	91	Gary	1.12.01	1'23"203				
172	Matthew Davis	11.14.00	1'44"435	Jerez Circuit (Simulation Mode ON)							
177	tscarlyle	1.05.01	1'44"593	51	Gary	1.12.01	1'44"821				
Donington Circuit (Simulation Mode OFF)											
64	BOND-DEN	2.11.01	1'30"781	54	tscarlyle	1.24.01	1'45"451				
74	Darrell Perry 402	1.28.01	1'30"891	58	Trap	1.13.01	1'46"295				
114	Jay Winter	12.30.00	1'31"646	59	slowpoke	2.11.01	1'46"688				
130	Matthew Davis	11.14.00	1'31"908	Donington Circuit (Simulation Mode ON)							
159	MAURIZIO	11.29.00	1'32"213	44	Gary	1.12.01	1'33"781				
178	west	11.01.00	1'32"516	45	tscarlyle	1.24.01	1'36"106				
180	Bretzky	2.10.01	1'33"035	Twin Ring Motegi (Simulation Mode ON)							
188	tscarlyle	1.05.01	1'33"075	52	tscarlyle	1.24.01	1'52"018				
	#1 STUNNA	11.22.00	1'33"315	54	slowpoke	2.12.01	1'53"105				
				59	Gary	1.12.01	1'55"825				



HINT HOTLINES

BEAT IT, CREEPS..
TIPS & TRICKS DOESN'T
GIVE OUT CODES OVER
THE PHONE!



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call TIPS & TRICKS! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

300

1-800-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

988 STUDIOS

1-800-933-CONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada) 24-hour automated information
COST (U.S.): 95¢/minute automated, \$1.40/minute live, \$.65 to \$1.69.5¢ for tips by mail, \$.50 to \$20 for card recharge
(Canada) \$1.50/minute for automated hints

ACCLAIM

1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada) \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWARE CORP.

1-800-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; \$1.35/minute for live help
(Canada) \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada) \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

ELOS

1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 95¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL-FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAPHICS

1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK COOLINE

1-900-677-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): \$1.27/minute
COST (Canada): \$1.79/minute

INTERPLAY

1-900-770-PLAY (U.S.)
1-900-451-6889 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

KONAMI

1-900-903-4468 (U.S.)
1-900-451-4468 (Canada)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; \$1.25/minute for live assistance

LUCASARTS

1-900-770-1251 (1-900-770-5334) (U.S.)
1-900-677-7401 (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

MIDWAY

1-900-451-5052
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO

1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; \$1.15/minute for live assistance

NINTENDO

1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-900-451-4401 (Automated help, automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): \$1.50/minute
COST (Canada): \$2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS

1-900-576-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, \$1.35/minute for live assistance

SEGA

1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, \$1.50/minute for live assistance
COST (Canada): \$1.50/minute

SIERRA

1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-833-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, \$1.25/minute for live assistance, \$4.95 for mailed-out tips
COST (Canada): \$1.25/minute

SQUARESOFT

1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, \$1.35/minute for live assistance
COST (Canada): \$1.50/minute for automated tips only

SUNSOFT

1-714-288-2700
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TECMO

1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ

1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, \$1.25/minute for live assistance

UBI SOFT

1-900-420-4U81 (1-900-420-4820) (U.S.)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): \$1.50¢ for the first minute, \$1.25 each additional minute

ISSUES • BACK ISSUES • BACK



TIPS & TRICKS

NOW OVER
3,150
VIDEO
GAME
TIPS!

1999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunnan, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Choco'bô's Dungeon 2, Xena—Warrior Princess: The Tallisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Cover Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September - (X009) Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October - (X00A) Spiderman: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November - (X00B) Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

December - (X00C) 007: The World Is Not Enough: The Legend of Zelda: Majora's Mask, Jet Grind Radio, TimeSplitters, Capcom vs. SNK (Part 2)



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Sports Desk

Greetings, sports fans, and welcome to the Tis & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. No reviews, but tips, strategy, advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by Mike Daly

FIFA 2001 Major League Soccer



It's about that time of year when Americans begin to think of the other football...and I'm not talking about the XFL. We call the world's most popular sport "soccer," and when I checked out EA Sports' simulations for two different consoles, I realized one reason why: American professional "football" teams suck. Sorry MLS fans, but according to *FIFA 2001 Major League Soccer* for both PlayStation and PlayStation 2 consoles, your teams pale in comparison to most foreign teams. I must represent the USA, though, so with some of our better MLS teams—like the Miami Fusion and DC United—I challenged some of the world's teams and was successful in holding several of them scoreless. (What is this, hockey?) Besides differences in graphic quality, the games are essentially the same. They both feature teams from many foreign leagues including England, Italy and Brazil; in other words, some of the most competitive soccer on the planet. The cool thing about playing *FIFA* in your own home is that if you talk smack about the other team, you won't get pelted with coins, beat up



or stabbed as per international custom. Featuring the standard array of penalty kicks, corner kicks, free kicks and headers, *FIFA 2001* (for PS2 in particular) is an outstanding soccer presentation that can be played in one of five different languages and should be one of EA's top sellers.

NASCAR 2001

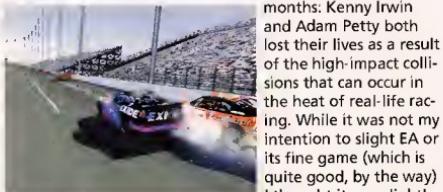


On a more somber note, it's time to

turn our attention to EA Sports' *NASCAR 2001* for PS2. In my original version of this review, I couldn't help but mention the fact that two of the featured NASCAR drivers in the game had died in the last six months: Kenny Irwin and Adam Petty both lost their lives as a result of the high-impact collisions that can occur in the heat of real-life racing. While it was not my intention to slight EA or its fine game (which is quite good, by the way)



Dale Earnhardt
GM Goodwrench Chevrolet
Phoenix International Raceway, NC
Bemidji, MN
Rookie Year: 1992



I thought it was slightly eerie that a sport's contestants could be killed more quickly than the corresponding video-game simulation could be revised to exclude them. No sooner had I completed my column than I heard of the death of Dale Earnhardt during the final lap of February's Daytona 500. Known as "The Intimidator," Earnhardt was generally recognized as the greatest active racer, and perhaps the greatest stock car driver of all time. Though Earnhardt will be sorely missed by his field, one positive development may result from his death: the proposed full-scale, mandatory implementation of the safety device called HANS, a new head and neck restraint system. HANS immobilizes the driver's head so it will not rocket forward upon impact. Earnhardt, like many of his fallen comrades, died from a basal skull injury that occurred when his car hit a wall—his head lurched forward; his strapped-in body could not.

EAs game offers no supports or restraints whatsoever; you don't need them when you're sitting on the couch with a game controller in your hands. In addition to the aforementioned deceased drivers, *NASCAR 2001* features regulars like Bobby Labonte, Sterling Marlin and Jeff Gordon. Most of the tracks on the Winston Cup circuit are included. Hopefully *NASCAR 2001* will get the racing bug out of you, 'cause those of you that take this to the pro level in reality are taking your chances. (Unless you know HANS, of course.)





NBA Live 2001



I had a feeling the NBA East All-Stars were going to take last month's ballyhooed All-



Star Game, but I didn't think it would take them four quarters to establish a lead. Nevertheless, the East proved that while they are smaller and weaker as a conference on the whole, they still have equally skilled marquee players. With Iverson and Marbury runnin' and gunnin', there was little the West could do. Kobe Bryant finally got a taste of his own medicine and proved that he was no question for the Answer. It's not that Kobe isn't talented enough; he got crazy

game. But like former teammate Nick Van Exel said, Kobe's the best one-on-one player in the game; unfortunately for him, basketball is a game of five-on-five. This basic deficiency illustrates one of the great upsides of sports video simulations. In video games, the players are just as talented, but their decision-making is as good or poor as your own. When I tried out EA Sports' *NBA Live 2001* for PlayStation 2, I learned that Kobe really can pass the ball without turning it over (a great consolation to Tim Duncan, I'm sure). So instead of watching PS2 Kobe jack up bad shot after bad shot, I watched him distribute solid passes and get his teammates involved. If only the real Kobe could make decisions like me. *NBA Live* is also great for its ability to change everything that's wrong with today's NBA. "Change the rules?" asks David Stern. "No, just enforce the old ones," counters veteran David Robinson.

So if you want to see the difference in what the two Daves are talking about, jack up the defensive and offensive foul meters at the "Settings" menu; now everything will be called. Besides these basic points, *NBA Live* for PS2 is all that. The game-play and graphics have been improved on the PS2 platform and look more realistic than ever. Unfortunately, the players don't move as good as they look. Players have an annoying inability to slide by one another, as if they were made of huge pixelated blocks. Movement features more sophisticated options now, as you can back people down in the post, execute spin moves and stutter steps as well as call for a screen (I can't even get one of those at the local pick-up games). *NBA Live* also features a one-on-one section played on asphalt that can feature any player from today's NBA as well as famous all-stars from the past like Tiny Archibald, Walt Bellamy and Elgin Baylor to name just a few. Though this game is roughly comparable in quality to Sega's *NBA 2K1*, the discontinuation of the Dreamcast platform leaves me wondering, have y'all got that *Live*?



and other outdoor ambience. EA has done a nice job of improving a game that doesn't have too many frills; Tiger's latest title should prove to be popular with golfers of all ages.

Tiger Woods PGA Tour Golf



As weather improves and winter subsides, the nation will start hitting the links in force, so it may not be too early

to start thinking about your strategy on that par 5. Whatever your handicap is, it can be improved through careful use of *Tiger Woods PGA Tour Golf*, by EA Sports (who else?). Tiger's stamped his name on a pretty cool game. Golf is one of the easiest sports to simulate in a



Tiger's PGA Tour gains some major points. You can choose golfers like Tiger himself, Justin Leonard or Brad Faxon and compete in Stroke play, Match Play or Skins Game modes. The game's variety of well-known courses and holes includes the infamous island green. There's also a special "Tiger" feature that allows players to correct bad swings. With this feature on, you

can control the ball while it is already in the air, making it very difficult to make a bad stroke. EA has devised a new method of controlling your swing that uses the analog sticks; if you have trouble getting used to it, you can choose a more traditional button-tap control method. *PGA Tour* also features swing variances such as topspin, backspin, fade and draw as well as a choice of swing types. Now a player can choose to use a full swing, a pitch or chip in addition to the



usual club selection and power settings.

Tiger's game also gets props for its atmosphere, with chirping birds

and other outdoor ambience. EA has done a nice job of improving a game that doesn't have too many frills; Tiger's latest title should prove to be popular with golfers of all ages.



hard core

Custom Armored Core Design

by
Pat
Reynolds

Sponsored by



Hard Core is a special section of *TIPS & TRICKS* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Featured Core Design

Stalker

Designed by PFC Ron DeBillis of Pensacola, Florida



Parts

Head: HD-4004
Core: XXA-SO
Arms: AN-891-S
Legs: LC-MOS4545
Generator: GBG-XL
FCs: FBMB-18X
Boosters: N/A

Back Weapon L: WM-L201 Large Missile

Back Weapon R: WC-01QL Laser Cannon

Arm Weapon L: LS-1000W Laserblade

Arm Weapon R: WG-XW11 Laser Rifle

Option Parts: SP-MAW, SP-M/AUTO, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq,

SP-AXL, SP-S/SCR, SP-EH, SP-E+

Color Scheme (General)

Base: Red: 10, Green: 10, Blue: 10

Optional: Red: 20, Green: 0, Blue: 20

Detail: Red: 37, Green: 37, Blue: 37

Joint: Red: 15, Green: 15, Blue: 15

Grade: SUPERFINE

Performance

Armor Points: 8780

Weight: 9186

Price: 1,078,600

As caterpillar leg-type Cores go, Stalker is a force in the arena, mainly because of its excellent energy use. This Core can boost for a very long time, giving it decent flight capability that goes beyond that of the majority of tank Cores I've seen. Energy consumption is an incredibly important factor in designing a playable heavy Core; if it eats energy too quickly and refills slowly, the Core will be an easy target (see this month's AC Challenge for an example). Private DeBillis' armament is well chosen, with a weapon for pretty much any situation. Fast, airborne enemies? Hit them with the missiles. Stationary opponent at a distance? Lock-on and mess them up with the Laser Cannon. Moving enemy at mid-range? The Laser Rifle is the weapon of choice. Although it's unlikely, if an opponent gets into melee range, Stalker can dish out punishment with the LS-1000W Laserblade (which seems to be overtaking the ubiquitous LS-99-MOONLIGHT in terms of popularity because of its auto-projectile). Overall, this is a very well thought out and extremely playable heavy Core.



Frosty

Designed by Zack Drisko of Rosedale, Indiana



Parts

Head: HD-4004
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCs: QX-9009
Boosters: B-PT000
Back Weapon L: WM-AT Large Missile

Back Weapon R: WC-01QL Laser Cannon

Arm Weapon L: LS-1000W Laserblade

Arm Weapon R: WG-KARASAWA Laser Rifle

Option Parts: SP-MAW, SP-M/AUTO, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq,

Color Scheme (General)

Base: Red: 64, Green: 64, Blue: 64

Optional: Red: 40, Green: 40, Blue: 40

Detail: Red: 12, Green: 12, Blue: 12

Joint: Red: 12, Green: 12, Blue: 12

Grade: SUPERFINE

Performance

Armor Points: 9747

Weight: 10498

Price: 1,324,100

It's been a few months since we had a Karasawa powerhouse in these pages, and I've decided to let a few slip in now and again if they're exceptionally well done. Frosty is a bigger humanoid leg Core, but it has decent energy consumption (it uses energy quickly, but recharges very fast). Although the flight ability of this Core is pretty low, its armament is perhaps the best in the game; it can be a solid contender at just about any range.



If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *TIPS & TRICKS*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.



Big Bang

Designed by Shawn P. Cotton of Gloversville, New York

**Parts**

Head: HD-ONE
Core: XCH-01
Arms: AN-3001
Legs: LFH-X3
Generator: GBX-XL
FCS: RATOR
Boosters: N/A

Back Weapon L: WM-201 Large Missile
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-B21B0 Bazooka
Option Parts: SP-CND-K, SP-S/SCR, SP-E/SCR, SP-DETq

Color Scheme

Tiger Stripe/Woodland

Performance

Armor Points: 9678
Weight: 11638
Price: 1,052,400

Another caterpillar-type Core, Big Bang concentrates on high-damage weapons with long-range capabilities. The advantage of the weapons assortment it uses is that none of them are energy-based, meaning that Big Bang doesn't have to split energy consumption between

boosting and attacking. This frees up movement ability, allowing for greater maneuverability and flight capability. The disadvantage to this Core is that the chosen weapons reload slowly; fast Cores can take advantage of this to avoid attacks and circle-strafe Big Bang into the ground.

Grade: SUPERFINE

Red Rage

Designed by Andrew Smith of Orangeburg, South Carolina

**Parts**

Head: HD-ONE
Core: XXA-SO
Arms: AN-K1
Legs: LFH-X5X
Generator: GBG-10000
FCS: QX-9009
Boosters: B-VR-33

Back Weapon L: WM-AT Large Missile

Back Weapon R: WC-LN350

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WA-FINGER Machine Gun

Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-ABS/Re

Grade: SUPERFINE**Color Scheme (General)**

Base: Red: 37, Green: 00, Blue: 00
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 27, Green: 00, Blue: 00
Joint: Red: 33, Green: 33, Blue: 33

Performance

Armor Points: 7968
Weight: 7825
Price: 1,422,800

The underlying design elements of energy consumption, speed and attack power are well thought out in Andrew's Red Rage. I've said it before, and I'll probably say it many times in the future: Energy use can make or break your chances in Versus Mode. Red Rage can boost and fly for an amazingly long time, considering that it's a heavier Core. It carries a varied arsenal of weaponry that does not rely heavily on energy for ammunition, allowing you to boost and attack for much longer than a Core with energy-draining weapons would. The inherent speed advantage associated with quad legs comes into play with the machine gun—the WA-FINGER has a short attack range, but Red Rage can circle-strafe at close range without trouble. The WM-AT is, as always, an excellent powerhouse weapon in any situation, and the Linear Gun balances out the selection. Red Rage is a tournament-worthy quad-leg Core.

Sun Down

Designed by Tim Johnson of Amityville, New York

**Parts**

Head: HD-06-RADAR
Core: XCH-01
Arms: AN-25
Legs: LN-53
Generator: GRD-RXS
FCS: RATOR
Boosters: B-PT000

Back Weapon L: WC-IR24 Laser Cannon

Back Weapon R: WR-M50 Rocket

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WG-AR1000 Machine Gun

Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: S1, Green: S1, Blue: S1
Optional: Red: S1, Green: S1, Blue: S1
Detail: Red: 27, Green: 27, Blue: 27
Joint: Red: 1, Green: 21, Blue: 1

Performance

Armor Points: 9008
Weight: 7822
Price: 927,000

Continuing my recent semi-lenient attitude toward overweight designs, I present this formerly overweight Core for consideration. Sun Down was submitted with the LN-2KZ-SP leg units, some of the smallest and weakest humanoid legs in the game. The bulky Core and back weapon load were simply too much for them to handle, so I gave it the more realistic LN-53 legs to deal with the weight burden. The reason that I'm printing this design, though, is to illustrate that the words "overweight" do not mean "better."

If you think that piling the heaviest, hardest hitting back weapons onto a small frame will guarantee victory, think again.

As I mentioned earlier in this very column, energy use is paramount to a good Versus Core, and Sun Down simply does not have what it takes to compete against another human player in the Arena. This Core sucks energy down fast—and takes a long time to recharge, leaving it a sitting duck for fast opponents. As a Scenario Mode Core, Sun Down is good, even very good. But the enemies in Scenario aren't as wily as another human...and they don't take advantage of your shortcomings, either.

Grade: GREAT



American Pride (AM Pride)

Designed by Adam Weisenberger of Quincy, Illinois

GARAGE

AM Pride	WEIGHT
DEFENSIVE POINTS: 9000	
ARMOR POINTS: 8617	
SUMMONING POINTS: 10000	
MOVING SPEED: 4000	
ATTACKING SPEED: 4000	
BEST WEAPONS: 10000	
SUPPORT SYSTEM: 10000	
FCS PERFORMANCE: 2000	
OVERALL: 10000	
MODEL: AM PRIDE	
WEIGHT: 10000	
HP: 10000	
PRICE: 1120000	

Parts

Head: HD-ONE
Core: XXA-SO
Arms: AN-K1
Legs: LN-3001C
Generator: GBG-TL
FCS: FBMB-18X
Boosters: B-P351

Back Weapon L: WC-CN35 Chain Gun

Back Weapon R: WC-IR24 Laser Cannon

Arm Weapon L: LS-3303 Laserblade

Arm Weapon R: WG-XFwpPk Laser Rifle

Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (Head)

Base: Red: 34, Green: 00, Blue: 00

Optional: Red: 47, Green: 47, Blue: 47

Detail: Red: 00, Green: 00, Blue: 44

Joint: Red: 00, Green: 00, Blue: 24

Color Scheme (Core)

Base: Red: 47, Green: 47, Blue: 47

Optional: Red: 32, Green: 00, Blue: 00

Detail: Red: 00, Green: 00, Blue: 32

Joint: Red: 00, Green: 00, Blue: 32

Color Scheme (Arms)

Base: Red: 00, Green: 00, Blue: 33

Optional: Red: 32, Green: 00, Blue: 00

Detail: Red: 44, Green: 44, Blue: 44

Joint: Red: 32, Green: 00, Blue: 00

Color Scheme (Legs)

Base: Red: 00, Green: 00, Blue: 32

Optional: Red: 32, Green: 00, Blue: 00

Detail: Red: 47, Green: 47, Blue: 47

Joint: Red: 21, Green: 21, Blue: 21

Performance

Armor Points: 8617

Weight: 10090

Price: 1,130,050

Grade: GREAT



Here's another patriotic Core, the second in as many months. Take a look at this month's double feature AC Challenge, where we pit American Pride (AM Pride) against last issue's Uncle Sam in an all-out Patriotic Power Battle! Although AM Pride uses two back weapons that require stationary firing positioning, it still managed to pull through our tests with flying colors (red, white and blue, of course!). The greatest assets of this Core are the Laser Rifle (fast firing, with 100 rounds of ammo) and the energy consumption. Although a tad on the slow side, you'll be able to boost around for a good amount of time before running low on energy—and the Chain Gun lets you stay on the offensive while the energy refills.

AC Challenge!



Core	Pat	Shawn	Overall
Warlord	0 wins	0 wins	0 wins
Frosty	3 wins	3 wins	6 wins

We've got two AC Challenges this month, including a double team-up attack on Christopher StillDay's Warlord (featured in the October issue of *Tips & Tricks*)! The first battle was a wash for the unfortunate Warlord, whose poor energy consumption and speed just couldn't keep up with Frosty's aerial Karasawa barrage. Each of the six battles was over in less than a minute, with Frosty rushing Warlord with the Laser Rifle and destroying the slow Core handily. The second match turned out only slightly more favorably for Warlord. Big Bang is more evenly matched, since it is also a caterpillar-type Core. In fact, Warlord has a near-advantage, but its horrible energy consumption takes it away by making attacking a chore. Since Big Bang uses weapons with slow reload times, Warlord could conceivably get in close and fire away with the Laser Rifle, doing loads of damage while Big Bang reloads and aims. This strategy worked for Shawn, who pulled out two wins with Warlord, but I couldn't get any advantage when using Warlord. I tended to run out of energy before getting in close...then I spent the remainder of the battle being pushed around by Big Bang's missile attacks while struggling with my energy reserves to fire back. In the end, both Big Bang and Frosty won their challenges and proved themselves to be superior Cores.



Core	Pat	Shawn	Overall
Uncle Sam	1 win	1 win	2 wins
AM Pride	2 wins	2 wins	4 wins

I should point out that neither David Schafer (Uncle Sam's creator) nor Adam Weisenberger (designer of this month's American Pride) challenged the other. We thought that a battle royale between two all-American Cores would be fun, so we put them in the Arena and duked it out to see which of these two patriots would emerge victorious. Although the battles were close, Adam's AM Pride ended up pulling out a narrow victory (the deciding win was snatched away from Uncle Sam in a very tight battle which ended with a Laserblade attack by AM Pride, which had a mere 435 Armor Points remaining). If Uncle Sam had managed to win that battle (a real possibility), the result would have been a 3-3 split. And though AM Pride did emerge victorious after our six-battle set, I believe that these Cores are actually very evenly matched; one is not unequivocally better than the other. Which, of course, goes to show that American-built Cores are in a class of their own. Here's an idea: Let's get some patriotic Cores from countries outside of the U.S. to challenge these two American brawlers. We'll have an *Armored Core World Rumble* in a future edition of *Hard Core*!

WIN FREE GAMES AND COLLECTIBLES!

TIPS & TRICKS

ONIMUSHA
Warlords
SAMURAI SWEEPSTAKES!

Capcom's historically-based Onimusha: Warlords is the soul-sucking supernatural action/adventure game that PlayStation 2 owners have been waiting for! If you found yourself drooling over the strategy guide on page 38 but don't own a copy of the game—or even if you do—you'll want to check out the *Onimusha* goodies we're giving away to 26 lucky winners!

Grand Prize! (One Winner)

- (1) *Onimusha: Warlords* game for PlayStation 2
- (1) Framed *Onimusha: Warlords* poster
- (1) Two-sided *Onimusha: Warlords* shirt

First Prize! (10 Winners)

Each will win:

- (1) *Onimusha: Warlords* game for PlayStation 2
- (1) Two-sided *Onimusha: Warlords* shirt

Second Prize! (15 Winners)

Each will win:

- (1) Two-sided *Onimusha: Warlords* shirt



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Tournament Report

TIPS &
TRICKS

Tournament Report

by
Jason
Wilson

Sponsored by



NYC Player Defeats Virginia Singlehandedly!

Justin Wong drove from New York City to Alexandria, Virginia on November 25, 2000 to blow through the *Gametech* metime arcade's *Capcom vs. SNK* tournament AND its *Marvel vs. Capcom 2* tournament! The quote of the day came from Alex Krahmalni of the nearby city of McLean: "I have not seen a beatdown like that since Jason Wilson whooped Jeff Schaefer and his crew at *Mortal Kombat III*!" Justin just could not be contained; his team of Cable, Magneto and Cammy lost only one match in the entire *Marvel vs. Capcom 2* tournament—despite having to fight his way out of the loser's bracket, where he had been seeded for showing up late! Victor Salmon placed second with Storm, Strider and Doom, while Estuardo Enriquez took third with Storm, Tron Bonne and Cable.

Marvel vs. Capcom 2 Results

- 1st Place—Justin Wong (Cable, Magneto, Cammy)
- 2nd Place—Victor Salmon (Storm, Strider, Doom)
- 3rd Place—Estuardo Enriquez (Storm, Cable, Tron Bonne)
- 4th Place—Andrew Ward (Cable, Sentinel, Blackheart)

Capcom vs. SNK Results

- 1st Place—Justin Wong (EX Kim, Iori)
- 2nd Place—Estuardo Enriquez (Ken, Ryu)
- 3rd Place—Joe Van Pelt (EX Yuri, EX Vice, Blanka, Dhalsim)
- 4th Place—Andrew Ward (Chun-Li, Zangief)

Adam Jennings usually plays *3rd Strike*, but decides to lose graciously at *Capcom vs. SNK*.



Justin also dominated *Capcom vs. SNK*; his team of EX SNK; Kim and Iori easily disposed of Estuardo Enriquez's Ken

and Ryu team. Joe Van Pelt placed third with EX Yuri, EX Vice, Blanka and Dhalsim. Thanks to everyone who participated!



TOURNAMENT

April 21-22, 2001

Capcom vs. SNK/Marvel vs. Capcom 2 South Florida Challenge

Contact: Flipper's Amusement Center

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Miami, FL

(305) 273-0381

A two-day *Capcom vs. SNK* and *Marvel vs. Capcom 2* tournament with three cabinets apiece. Signups start at 11:00 A.M., tournaments begin at 12:00 PM on both days. *Capcom vs. SNK* is featured on Saturday with Sunday's competition devoted to *Marvel vs. Capcom 2*. These will be double-elimination, two-out-of-three matches, with the semifinals going three-out-of-five and four-out-of-seven for the finals. All matches will be seeded by region, and the organizers will try very hard to make sure that out-of-town participants do not play against the friends they came with for as long as possible. This is going to be a big tournament, one of the first Florida tournaments to invite players from all over the country to attend and see what Miami is all about. There will be plenty of competition and lots of things to do in the surrounding area after hours. Visitors to the area should also check out the World's Largest Video Arcade, Boomer's Arcade (formerly Grand Prix Race-O-Rama) with over 1,000 video games, a roller coaster, Lazer Tag and two miles of go-cart tracks...and the 24-hour nightife of South Beach and Coconut Grove will be sure to keep players busy. A \$10 entrance fee will be charged, with 100% of the cash pot awarded to the winners PLUS \$150 and extra bonus prizes (probably Dreamcast or PlayStation 2 games). Results of the competition will be featured in *Tips & Tricks' Tournament Report* with pictures of the top five players on each game!

340-346 North Ave.

Dunellen, NJ 08812

(732) 752-8880

Games featured in this tournament include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. All tournaments will be double-elimination, two-out-of-three matches. For more information, e-mail Zeruel@hotmail.com.

June 22-24, 2001

2001 Midwest Street Fighter Championships

Contact: Super Just Games

Northbrook, IL

(847) 559-8727

The 2001 Midwest Street Fighter Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marqueses and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual *Street Fighter* tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest Street Fighter Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament will be *Capcom vs. SNK*, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24. More details about this wild *Street Fighter* weekend:

Friday, June 22

11:00 AM—Signups



MAJOR CAPCOM VS. SNK TOURNAMENT

Though the arcade is barely a year old, All Amusement Center in Van Nuys, California may have held its last tournament on January 4. On that day, nearly 30 of the top Capcom vs. SNK players in the United States traveled from as far north as Sunnyvale and as far south as San Diego to test their mettle in a fierce showdown! Northern and Southern California players have always enjoyed competing against one another, and this event really showcased their differing styles of play. Every person who entered this tournament was at or near the expert level of Capcom vs. SNK competition. Top Northern California Street Fighter players Tom Cannon and the legendary John Choi made the trip; they were met by the United States' number-one Street Fighter player, Alex Valle. Valle swept his way through the winner's side, where he defeated our own Jason Wilson 3-1. Surprise second-place finisher Scott A. from Garden Grove, California showed the world the power of Nakoruru and Ryu. Wilson placed third with EX Honda, Dhalsim and Blanka. Congratulations to everyone who participated, and thanks to All Amusement Center for hosting this important tournament!

The tournament took five hours to complete, making most competitors weary near the end.

Place finisher Scott A. from Garden Grove, California showed the world the power of Nakoruru and Ryu. Wilson placed third with EX Honda, Dhalsim and Blanka. Congratulations to everyone who participated, and thanks to All Amusement Center for hosting this important tournament!



Alex Valle and Scott A. take the top two spots for Orange County!

- 1st—Alex Valle
(EX Terry, Ryu, EX Vice, King, Ryu)
- 2nd—Scott A.
(Morrigan, Nakoruru)
- 3rd—Jason Wilson
(EX E. Honda, Dhalsim, Blanka, EX Benimaru, EX King)
- 4th—James Chen
(Zangief, Mai, Cammy, EX Vice, Nakoruru, E. Honda, Morrigan)
- 5th (tie)—John Choi
(Guile, Ryu, Nakoruru)
- 5th (tie)—Tom Cannon
(EX Terry, Blanka, Dhalsim)
- 7th (tie)—Kris "KP" Patel
(Nakoruru, Cammy, Ken, Vice, Morrigan)
- 7th (tie)—Mike Watson
(Guile, Balrog, Ryu, Ken)



UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks Magazine*)

Capcom vs. SNK Top 10 Players

1. Alex Valle (Southern Hills Golfland, Stanton, CA)
2. Arturo Sanchez (Chinatown Fair, New York, NY)
3. Jason Nelson (Golfland USA, Sunnyvale, CA)
4. James Chen (Southern Hills Golfland, Stanton, CA)
5. John Choi (Golfland USA, Sunnyvale, CA)
6. Jason Wilson (All Amusement Center, Van Nuys, CA)
7. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
8. Jason Cole (Golfland USA, Sunnyvale, CA)
9. Scott A. (Southern Hills Golfland, Stanton, CA)
10. Julian Robinson (University Pinball Philadelphia, PA)

Marvel vs. Capcom 2 Top 10 Players

1. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
2. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
3. Alex Valle (Southern Hills Golfland, Stanton, CA)
4. Justin Wong (Chinatown Fair, New York, NY)
5. J.R. "Image" Gutierrez (Southern Hills Golfland, Stanton, CA)
6. (tie) Eddie Lee (Chinatown Fair, New York, NY)
6. (tie) Julian Robinson (University Pinball, Philadelphia, PA)
8. John Choi (Golfland USA, Sunnyvale, CA)
9. Mike Watson (Southern Hills Golfland, Stanton, CA)
10. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)

C A L E N D A R

12:00 PM—Street Fighter Alpha 2 tournament

7:00 PM—Street Fighter III: 3rd Strike

Saturday, June 23

11:00 AM—Signups

12:00 PM—Capcom vs. SNK qualifying rounds (16 players will qualify for Sunday's finals)

6:00 PM—Marvel vs. Capcom 2

Sunday, June 24

12:00 PM—Capcom vs. SNK finals

2:00 PM—Street Fighter Alpha 3

6:00 PM—Super Street Fighter II Turbo

Winners of the Capcom vs. SNK tournament will receive the following prize packages:

1st Place—60% of all entry fees, 2 deluxe Capcom game marques, a one-year subscription to *Tips & Tricks Magazine*, a Sega Dreamcast system and 2 Sega Dreamcast games

2nd Place—25% of all entry fees, 1 deluxe Capcom game marquee and 2 Sega Dreamcast games

3rd Place—15% of all entry fees and a Sega Dreamcast game

4th place—1 Sega Dreamcast game

All other tourney winners receive:

1st Place—60% of all entry fees, a one year subscription to *Tips & Tricks Magazine* and 1 Sega Dreamcast game.

2nd Place—25% of all entry fees

3rd Place—15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the Capcom vs. SNK tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, *Dance Dance Revolution USA* and much, much more! For more information, contact

Jayson McClellan at the number shown above.

August 4-5, 2001

BS Street Fighter Championships

The Gameroom

281 Iron Point Rd.

Folsom, CA 95630

(916) 608-9669

Last year's highly successful B4 tournament attracted over 100 gamers...and the BS is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: All Amusement Center

Van Nuys, CA

(818) 756-0550

All Amusement Center holds bi-weekly tournaments in either *Capcom vs. SNK* or *Marvel vs. Capcom 2*. For more information, call and ask for George.

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: Southern Hills Golfland

Stanton, CA

(714) 895-4550

Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

JAPAN REPORT!

by Anatole Brown



Sega Pulls Out of the Console Race

After close to nineteen years as a manufacturer of home video game systems, Sega comes with the shocking news that they are pulling out of the console race. All Dreamcast hardware production will cease as of March 31st and Sega will sell off the rest of its inventory at a reduced cost worldwide. The Dreamcast will now go for \$99.85 in the U.S. and 9,900 yen in Japan. That's close to a hundred-dollar reduction in Japan! And that's not all; Sega will now develop games for competing systems! The company currently has several titles in development for PlayStation 2 and Nintendo's upcoming Game Boy Advance. Sega has confirmed *Virtua Fighter 4*, *Space Channel 5*, a *Sakura Taisen* game and a game from the *Tsukuro* series for the PlayStation 2, although the latter two will probably never make it to the U.S. *Chu Chu Rocket*, *Puyo Puyo* and *Sonic the Hedgehog* will appear on Game Boy Advance, with *Chu Chu Rocket* being a launch title when the handheld debuts in Japan in March.

Several classic Saturn titles are planned to be converted for the original PlayStation, and Sega also plans to create games for the Nintendo GameCube and Microsoft's Xbox in the future. So what about the Dreamcast? Sega assures Dreamcast owners that they will not be left out in the cold. There are about 100 Dreamcast titles currently in various stages of production; they are expected to keep the console going until March 2002. Dreamcast owners can still look forward to exclusive titles like *Shenmue II*, *Sonic Adventure 2*, *Crazy Taxi 2*, *Virtua Tennis 2*, etc. The Dreamcast architecture will now be licensed to various companies like Pace Micro Technology of the U.K., which has created a Tivo-like set-top box which will play Dreamcast games. This new restructuring of Sega is aimed to put the company in a position where it can become the biggest third-party developer in the world. By eliminating its biggest money loser—the Dreamcast—Sega can now focus on creating top-of-the-line games for all systems. Maybe one day we can see a game that features both Sonic and Mario; it's not as far-fetched as it used to be!



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Parappa On TV!

On January 29th at the Sony building in Tokyo, Masaya Matsuuwa, the producer of *Parappa the Rapper* and *Um Jammer Lammy*, announced a new deal between



Sony and FujiTV to air *Parappa* cartoons every Saturday evening starting in April on Japanese television. Joined by *Parappa* and *PJ Berri*, Matsuuwa said that the cartoon will feature all of artist Rodney Greenblat's beloved characters from *Parappa the Rapper*, including new ones made specially for the show. He did hint that Lammy may also make an appearance in several episodes. Matsuuwa also took the opportunity to announce that he is currently working on a *Parappa* sequel for the PlayStation 2 which should be released in the summer in Japan. Nothing would make us happier than if someone could tape a *Parappa* episode for us! Oh well, it doesn't hurt to ask.

Yu Suzuki Talks *Virtua Fighter 4*

Yu Suzuki, Sega's most respected game developer, recently spoke to the Japanese press about *Virtua Fighter 4* and gave a sneak preview of what his characters will look like.

Virtua Fighter 4 is currently being developed for Sega's new arcade machine, the Naomi 2, and will later appear on the PlayStation 2. As you can see from the pictures, we can expect to see Akira, Pai and her father, Lau. Suzuki said he is still not sure which characters will be included when the game is done. He did mention that many of the combatants will be sporting brand new outfits. *Virtua Fighter 4* will allow the characters to freely run around in a 360° environment. For this reason,

Suzuki says he may eliminate the "escape" button altogether, making it a three-button game. While creating *Shenmue*, Suzuki learned a lot about various camera angles and hopes to utilize this new knowledge in *Virtua Fighter 4*. We'll keep you posted on this highly anticipated title!



The Evolution of Parappa



As a little bonus for Parappa fans, check out these development sketches that show how our favorite rapping dog came to be.



be. As you can see, artist Rodney Greenblat didn't even know at first whether Parappa was going to be a dog. The

Parappa Onion was obviously the inspiration for Chop Chop Master Onion. Other rejected ideas included Foxy Parappa, Parappa Zero, Parappa Bee, Parappa Clam and even ParappaZilla! The dog was the winner and he was continuously refined to the look of Parappa as we know him today.



Pa Pappa Rappa

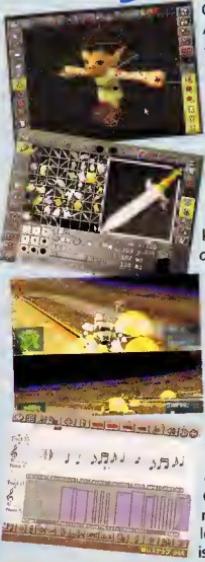
Claire Goes to the Arcades

Capcom and Namco have teamed up to create *Biohazard: Firezone*, an arcade gun shooting game based on the *Resident Evil* series. Shown here is Capcom's mock-up sketch of the actual cabinet.

In the game you play as Claire and your Modus Operandi is the same as usual: Kill all zombies! Like *Resident Evil Survivor* for the PlayStation, you are able to roam freely around the levels using the light gun as a controller. The game is just about finished with location testing in Japan and should hit the arcades soon.



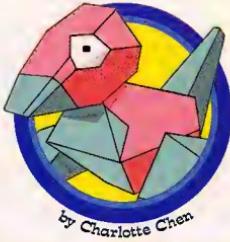
Build Your Own Game



One of our favorite developers, Artalink (known for highly unconventional games like *Tail of the Sun*, *Carnage Heart* and *No One Can Stop Mr. Domino*), has created utility software called *Basic Studio* for the PlayStation 2 that allows amateur programmers to create their own games. *Basic Studio* requires the new PlayStation 2 hard drive (the PS2 HDD unit) plus a keyboard and mouse. *Basic Studio* comes with a Polygon crafting tool, a texture mapping utility, a song composer and the EZ Basic programming tool. Included in the software are several sample textures and models from various Artalink games like *Carnage Heart* to give you a head start. The program comes packaged with two PS2 discs: the *Basic Studio* disc and the Play Disc. By storing your game on the 8MB Memory Card, you can show off your new creation to your friends by loading it with the Play Disc. This is an incredible piece of software and it is not limited to exclusive users like the original PlayStation's Yaroze program. We hope they can spread the love to aspiring game creators out here in the U.S.!

Pokémon Report

Pokémon REPORT



by Charlotte Chen



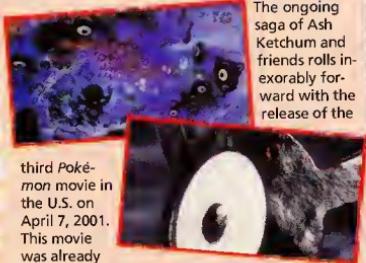
Pokémon Gold and Silver Special Edition Game Boy Color

(U.S. Version)

If the release dates are true (and when dealing with Nintendo, truth can be a yoga-practicing, contortionist monster, especially with regard to release dates), then a new, limited edition Pokémon Gold and Silver Game Boy Color should be on store shelves by the time you read this. The special U.S. version will be modeled after the limited edition Game Boy Color that was released by the Pokémon Center in Japan. The external casing appears gold or silver according to the angle it's held at under white light, and decals of characters from Pokémon Gold and Silver adorn the edges. In the Pokémon Center version, the decals are Pikachu, Chikorita, Totodile and Cyndaquil, while the U.S. decals have Pikachu and Pichu cavorting on the frame instead.

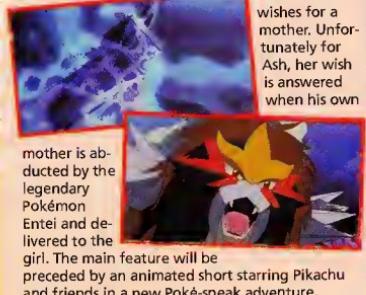


Pokémon 3: The Movie



The ongoing saga of Ash Ketchum and friends rolls inexorably forward with the release of the

third Pokémon movie in the U.S. on April 7, 2001. This movie was already released in Japan last year, and is known under two different titles: "Lord of the Unknown Tower" and "Emperor of the Crystal Tower." The plot centers around the strange Pokémon Unown and their relationship to a young girl isolated in a tower who wishes for a mother. Unfortunately for Ash, her wish is answered when his own



mother is abducted by the legendary Pokémons Entei and delivered to the girl. The main feature will be preceded by an animated short starring Pikachu and friends in a new Poké-speak adventure.

Pokémon: Celebi's Time Adventure



Right after U.S. Pokémon fans get a chance to see the third Pokémon movie, Japanese Pokémon enthusiasts will be treated to a fourth. Ash, Pikachu and the usual suspects get embroiled in another elaborate plot, this time centered around Celebi, a time-traveling psychic Pokémon, a boy from 40 years in the future and the legendary Pokémon Suicune. There will be an animated short preceding the main feature, loosely translated as *Pikachu's Doki Doki Hide-and-Seek Game*, full of the same Poké-babble that suffused the earlier shorts. *Pokémon: Celebi's Time Adventure*, will be released in Japan on July 7, 2001.

American International Toy Fair 2001

To celebrate the beginning of the American International Toy Fair on February 15, Pikachu, Ash, Misty and Brock—cast members from the musical *Pikachu Live!*—marched through the streets of New York

City at the head of a parade, weaving their way towards Fifth avenue, where they performed the song, "My Best Friend" in front of the Jacob K. Javits Convention Center. Pikachu VW Bugs and Lugia Chrysler PT Cruisers rolled alongside the parade. Nintendo's most surprising announcement at the show was about their intention to release *Pokémon Crystal* in the U.S. by the fall of 2001.



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Fax 952.826.0989
www.infin1.com



Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

CONTEST 1 - VIDEO GAMES

Sony PlayStation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, VCR, and a 17" monitor. Base prize package value \$1400.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. **All entries must be post marked by July 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.**

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

- | | |
|---|---|
| <input type="checkbox"/> (\$5) Video Game | <input type="checkbox"/> (\$5) Home Theater |
| <input type="checkbox"/> (\$5) Computer | <input type="checkbox"/> (\$10) Enter All Three |

102

Name _____

Mailing Address _____ Apartment # _____

City _____ State _____ Zip _____

Area Code _____ Phone Number _____

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 44213 DEPT 956, EDEN PRAIRIE, MN 55344

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or damaged entries. Winners will be determined no later than December 01, 2001. This contest is open to individuals 18 years of age and older. And contestants only, if you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

PRIZE PUZZLE

WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

T			O
H	A	P	Y
L			
		S	
			L

SECRET WORD →

SECRET WORD CLUE:
What comes after yesterday
but before tomorrow?

Clip This Order Form And Mail It

Value of prize packages as follows: Video Game package \$1400 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2650, cash options \$1250. Home theater package \$7475 base prize, bonus options \$6375, cash options \$1250. For any questions e-mail us at elation@uswest.net, or call us at 952.826.0033.

Pokémon Report



Wizards of the Coast Promotional Pokémons Cards

Ash's omnipresent companion Pikachu pops up on the promotional card included inside VHS and DVD cases for *Pokémon the Movie 2000*.

Togepi #30: Togepi, the egg-shaped Spike Ball Pokémons, was the first promotional card given away to participants in the *Pokémon League's* second season during January and February 2001. Players in the league receive a promotional card when they earn 250 and 500 points, meaning it's possible to get two copies of the same card. Togepi is played as a Basic Pokémons, and uses the attacks "Snivel" and "Mini-Metronome."



Cleffa #31: This promotional card was given away during February and March to participants in the *Pokémon League's* second season who earned 250 and 500 points. The Baby Pokémons Cleffa possesses only one move, "Eek," which allows the player to draw two cards.



Dark Arbok: This incredibly rare card was given out ONLY at *Pokémon League* headquarters in Hong Kong, the Philippines, Singapore, and Malaysia between January 21 and February 3, 2001. As gifts for Chinese New Year, a W-foil stamped Dark Arbok and an invitation to join the *Pokémon League* were distributed.



Put inside red envelopes designed to resemble the money-filled packets traditionally given out during the holiday. Why Dark Arbok? According to Chinese astrology, 2001 is the Year of the Snake.



B/C Pokémania Pikachu Car

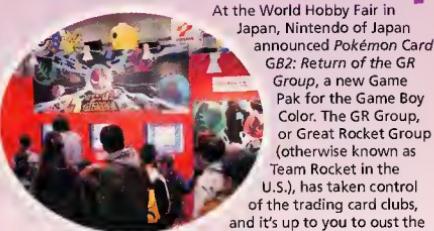
During a recent trip to mega-toy store FAO Schwarz in San Francisco, I came across the cutest 7-inch yellow bug I'd ever seen. It's a fully-operational radio-controlled replica of the custom Pikachu Volkswagen Bugs that Team Nintendo used to wheel around the country during the *Pokémon* mall tours. Its wheels are painted to look like Pokéballs, Pikachu's lightning bolt-shaped tail sticks out of the back and the controller itself looks like a giant Pokéball.

If you've got \$39.00, four

AA batteries and a 9V battery to spare, you can cruise around in style, even if you're not yet of legal driving age.



Pokémon Card GB2: Return of the GR Group



At the World Hobby Fair in Japan, Nintendo of Japan announced *Pokémon Card GB2: Return of the GR Group*, a new Game Pak for the Game Boy Color. The GR Group, or Great Rocket Group (otherwise known as Team Rocket in the U.S.), has taken control of the trading card clubs, and it's up to you to oust the usurping Pokévillains and put an end to their havoc-wreaking. In this follow-up to the popular *Pokémon Card GB* (which appeared in the states under the name *Pokémon Trading Card Game*), a

wealth of new features has been added — you can opt to play as a male or female lead character (with resulting menu and background music alterations), card battles can be conducted via the infrared communication port at the top of the Game Boy Color, and mini-games are available for when you need a reprieve. There's also twice as many cards to collect (13 of which cannot be found anywhere else), and 40 new challengers added on top of the original 50. The Japanese *Pokémon* card shark frenzy begins on March 28, 2001.



POKÉMON PLAY-DOH CHARACTER MAKER

Inside the ghost town known as the Beverly Center mall—just a few blocks from the *Tips & Tricks* offices—almost all of the retailers selling toys or video games have closed up shop in the face of utter snootiness, as more expensive,

hoity-toity stores took their places. On my last trip there, one outlet, K.B. Toys, was still open...and selling one last box of the

Pokémon Play-Doh Character Maker. It comes with five molds in the shapes of Pikachu, Squirtle, Jigglypuff, Psyduck and Clefairy, as well as three jars of Play-Doh in pink, green and yellow. You fill the Character Maker with the desired color of Play-Doh, stick a *Pokémon* mold on top and press the

lever—Voila! You've created a *Pokémon* figure with a hollow bottom, which can be stuck on fingers or pencils or just left out to harden into a tiny statue. Hasbro's Play-Doh Character Maker retails for \$16.99.



There is a fifth dimension beyond that which is known to man. It is a dimension as vast as space and as timeless as infinity. It is the middle ground between light and shadow, between science and superstition, and it lies between the pit of man's fears and the summit of his knowledge. This is the dimension of imagination. It is an area we call the...



Here are the Exploder DC and MP3 DC from our good friends at Blaze. The Exploder DC is a cheat system for

your Dreamcast console. It comes with over 1,500 pre-loaded codes for almost 150 games. Action Replay, Xploder, and Game-Shark codes all work with it. The MP3 DC is a simple product that actually uses your Dreamcast to play MP3 audio files. It also comes with an extra CD full of 100 MP3s! The suggested retail price for each product is \$79.99.

During the little-known Los Angeles monsoon season, no T&T editor braves the streets alone without his or her trusty Frogger 2 umbrella. It features push-button action and an alternating green and white design. The Frogger 2 logo is prominently displayed so everyone can know what kind of video game freaks we are.

Those friendly Midway professionals were kind enough to send us this custom Everlast speed bag set with the Ready 2 Rumble: Round 2 logo. It's a great stress reliever. In fact, our repair bill has been a lot lower this month now that we have this thing to pummel instead of the walls.



This is the Olympus Eye-Trek FMD-2001. Weighing in at a hefty suggested retail price of \$549, this bad boy is advertised as producing an image that's equivalent to a 52-inch screen viewed from a distance of six to seven feet. Inside each eyepiece is a tiny 400x225 pixel LCD screen. It

will accept any composite video input and stereo RCA source, so you can use it with all your game systems.



Finally, the one piece that can make the PS one truly portable! Featuring a back-lit LCD screen measuring four inches diagonally, InterAct's Mobile Monitor attaches to the rear of the console. It even comes with a car adapter! On the back, it has a DC 7.5V input, plus composite video and stereo RCA inputs. What's more, you can connect any video source to it, not just a PS one! The quality of the screen is decent and the contrast is good, although the limited resolution might give you some trouble with heavy games. The suggested retail price is \$129.99.



To hype up the release of Mega Man X5, Capcom sent us this transparent plastic candy jar filled to the brim with yellow and blue M&Ms. The Mega Man logo is on one side and the Capcom logo is on the other.

Cool Zone



Animated Violence

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PlayStation.2



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